JIM SPACEBORN 2

THE KIDNAPPERS FROM SWAMP PLANET

LEGO Publishing

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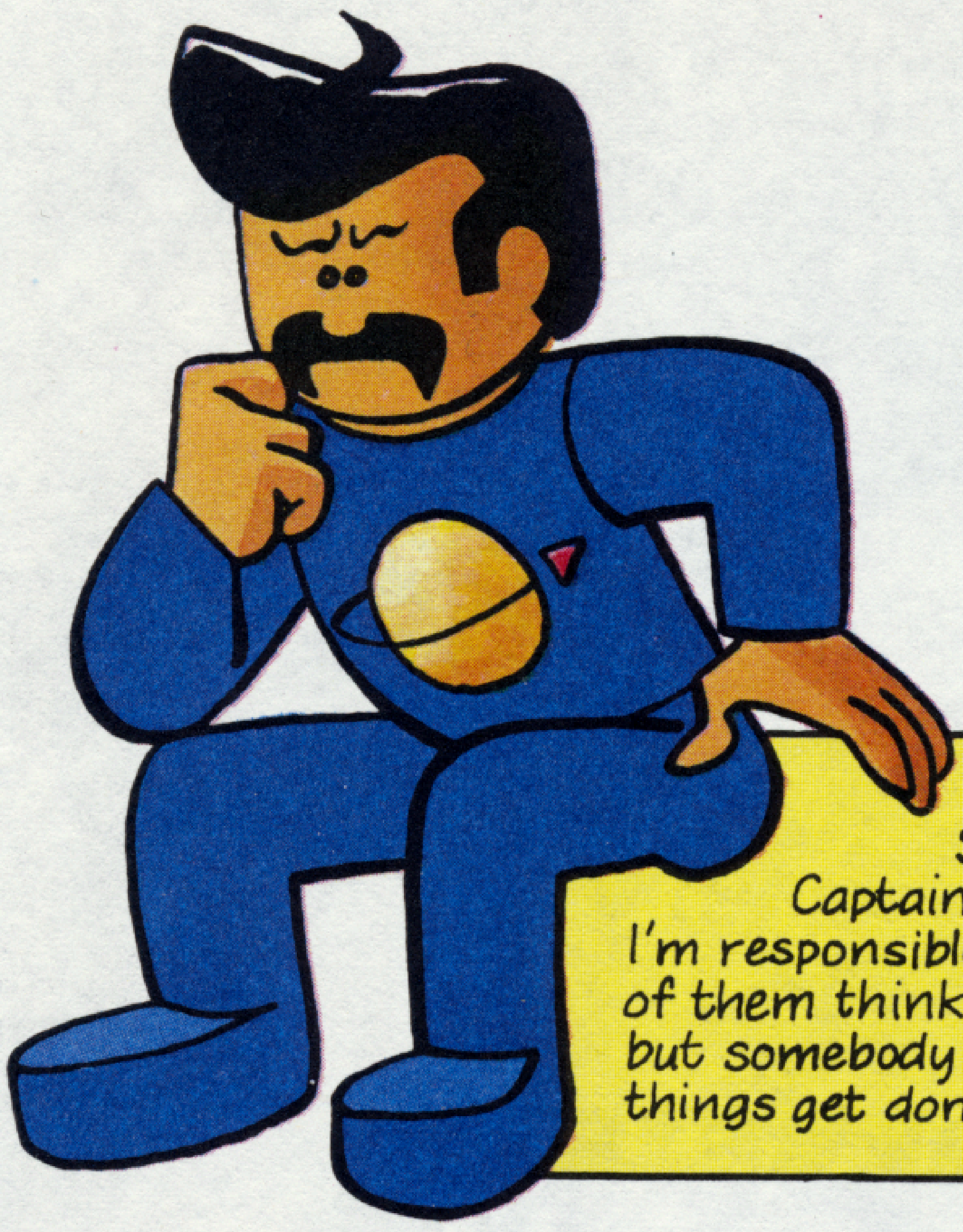
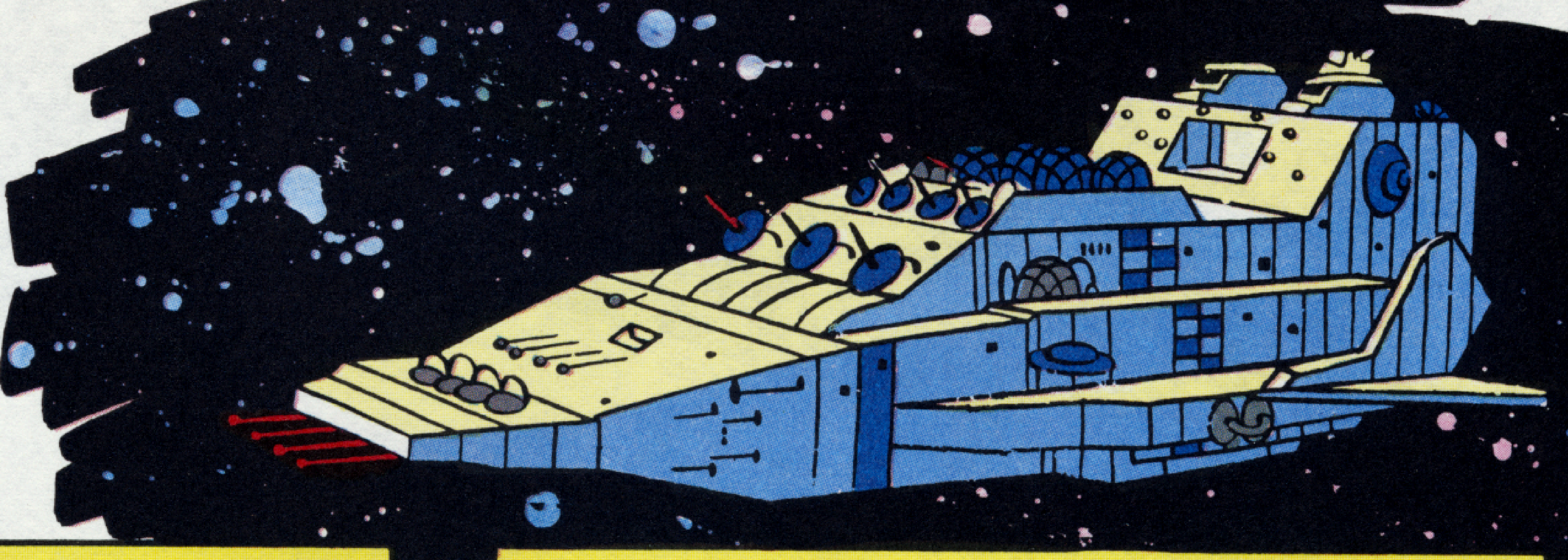
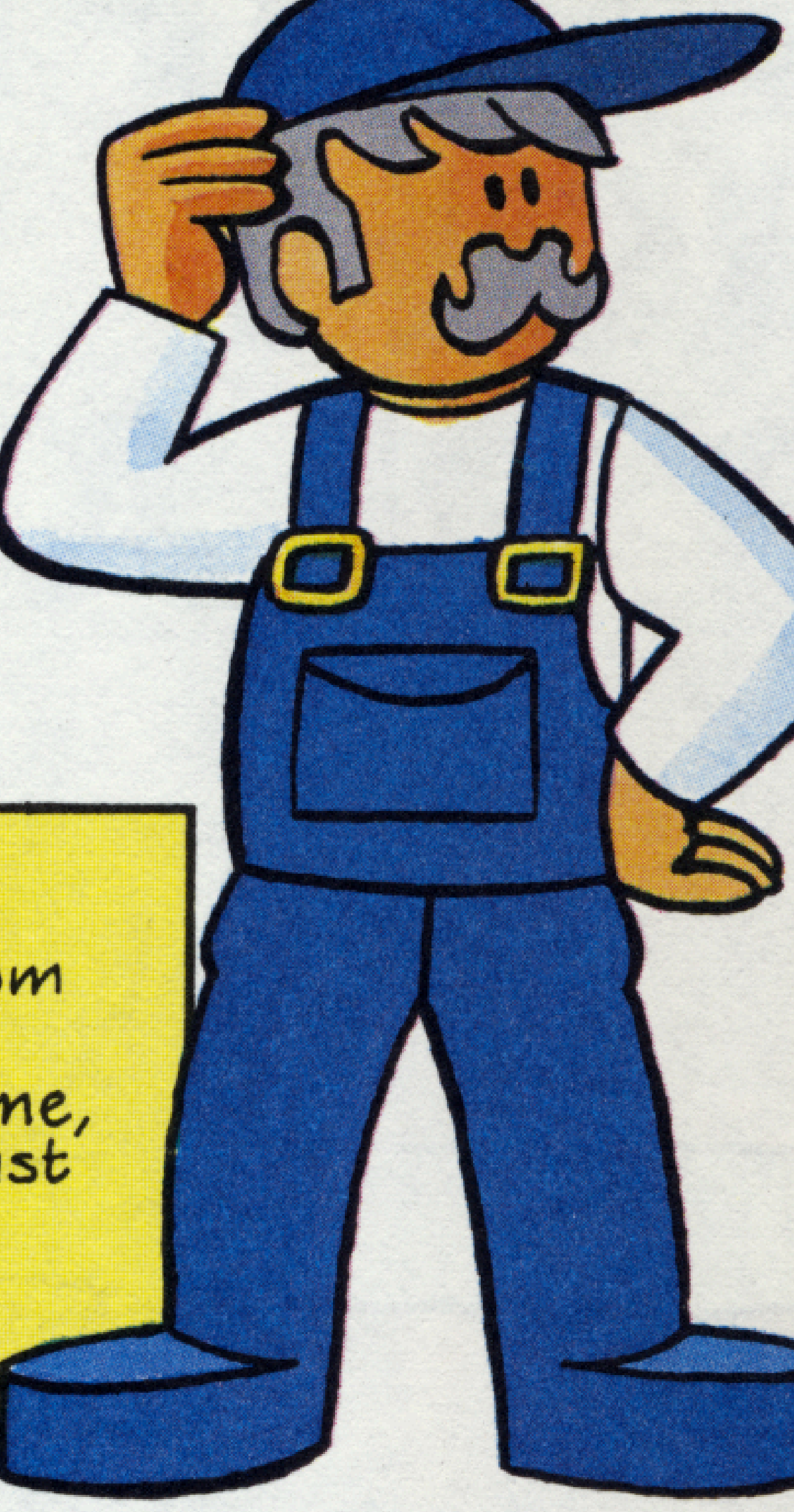
Frank Madsen



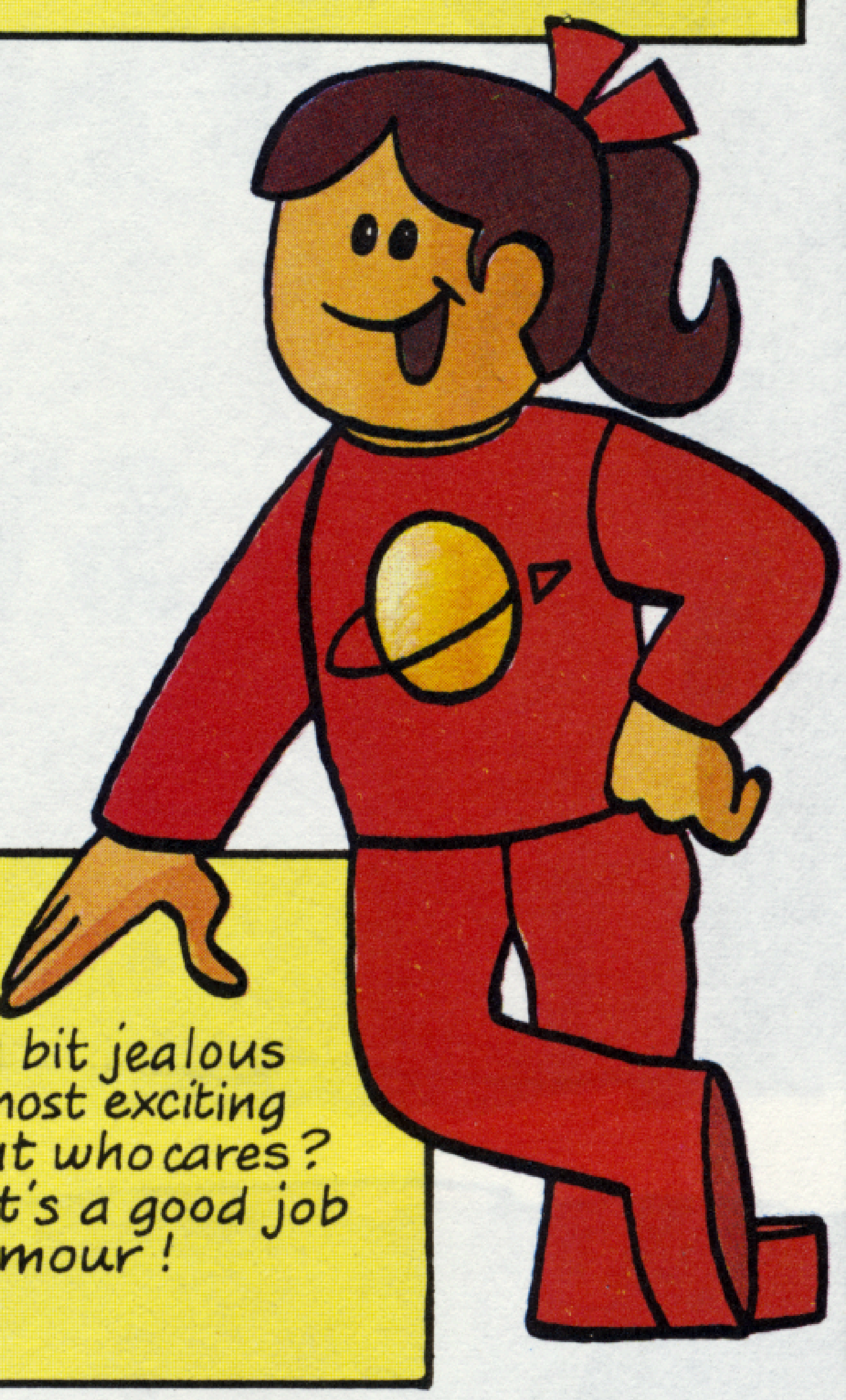
My name is **Bart Seeker**. I'm the Captain of **Spearhead** so I'm responsible for my crew. Some of them think I'm a bit too strict, but somebody has to make sure things get done.



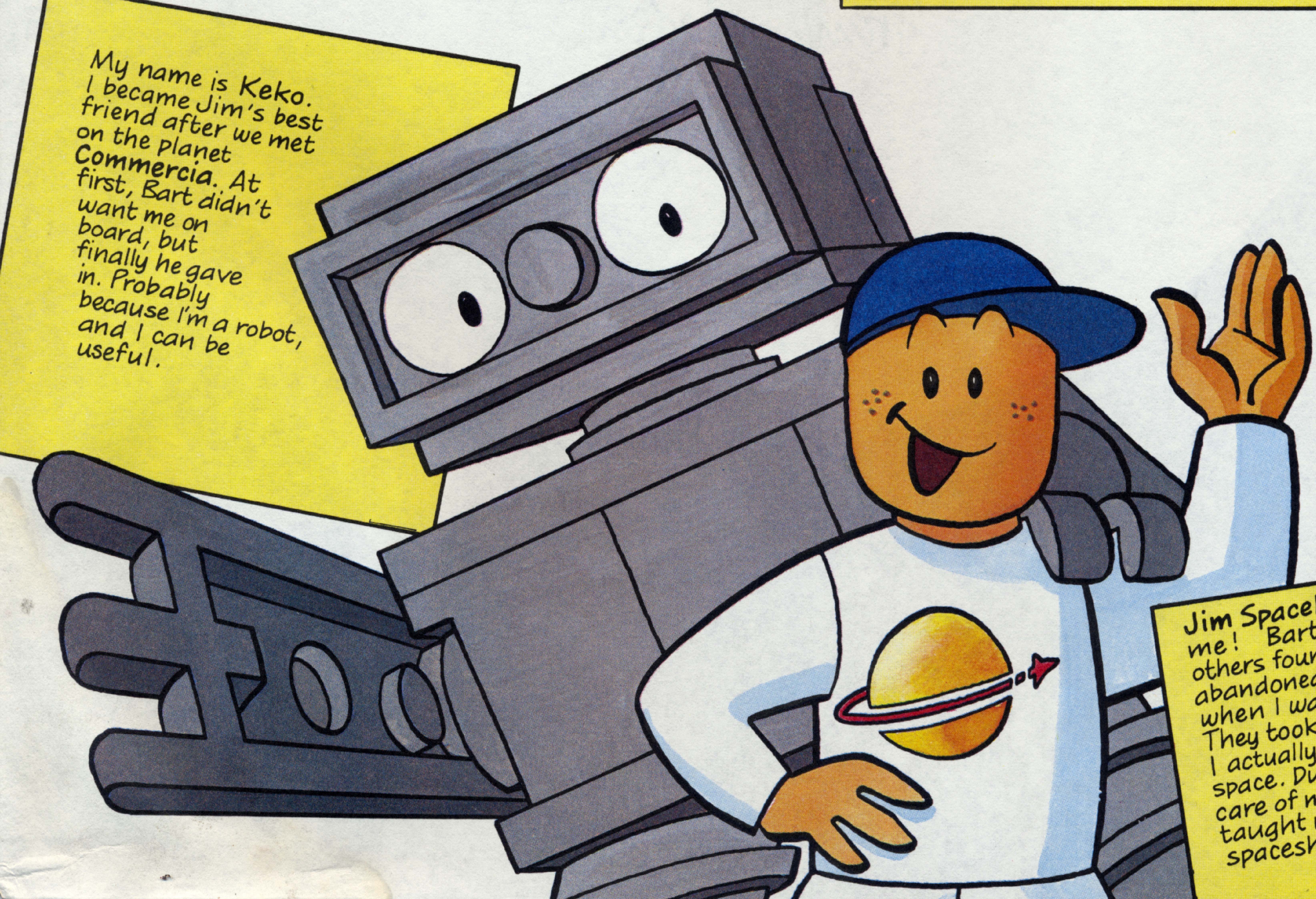
Spearhead is the giant spacecraft that left **Zonia** many years ago to search for new planets and raw materials. On the return journey to Zonia, **Spearhead** and its crew of 300 went through a black hole . . . and into an unknown galaxy. Will they succeed in finding their way home?



Duncan at your service. I potter about in the engine-room and make sure everything's in working order. When I have time, I work on my inventions. My last invention was a . . . Oh dear, I've forgotten.

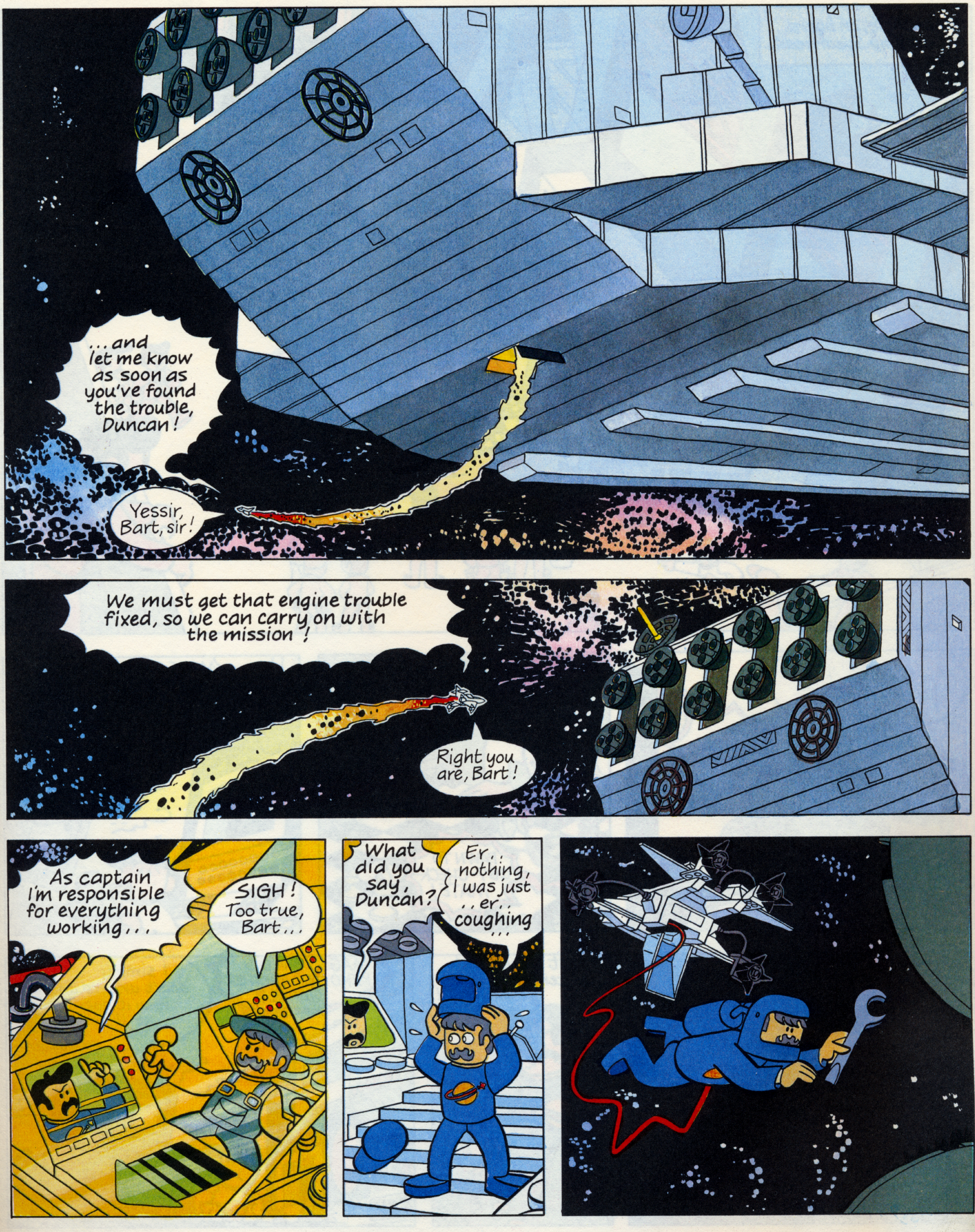


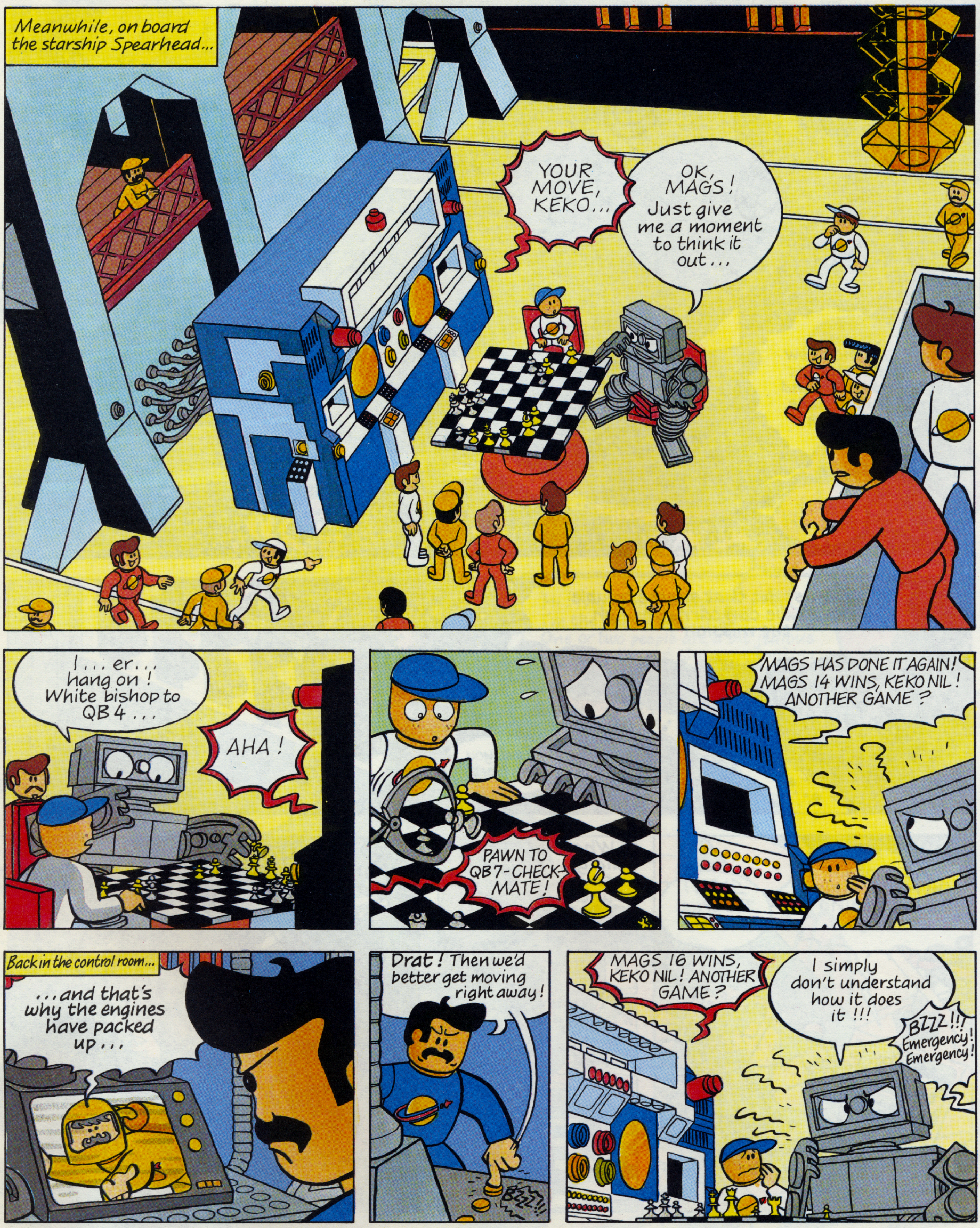
Hi! My name's **Viva**. I'm the Chief Pilot. One or two people are a bit jealous because I've got the most exciting job on **Spearhead**, but who cares? I just laugh it off – it's a good job I have a sense of humour!

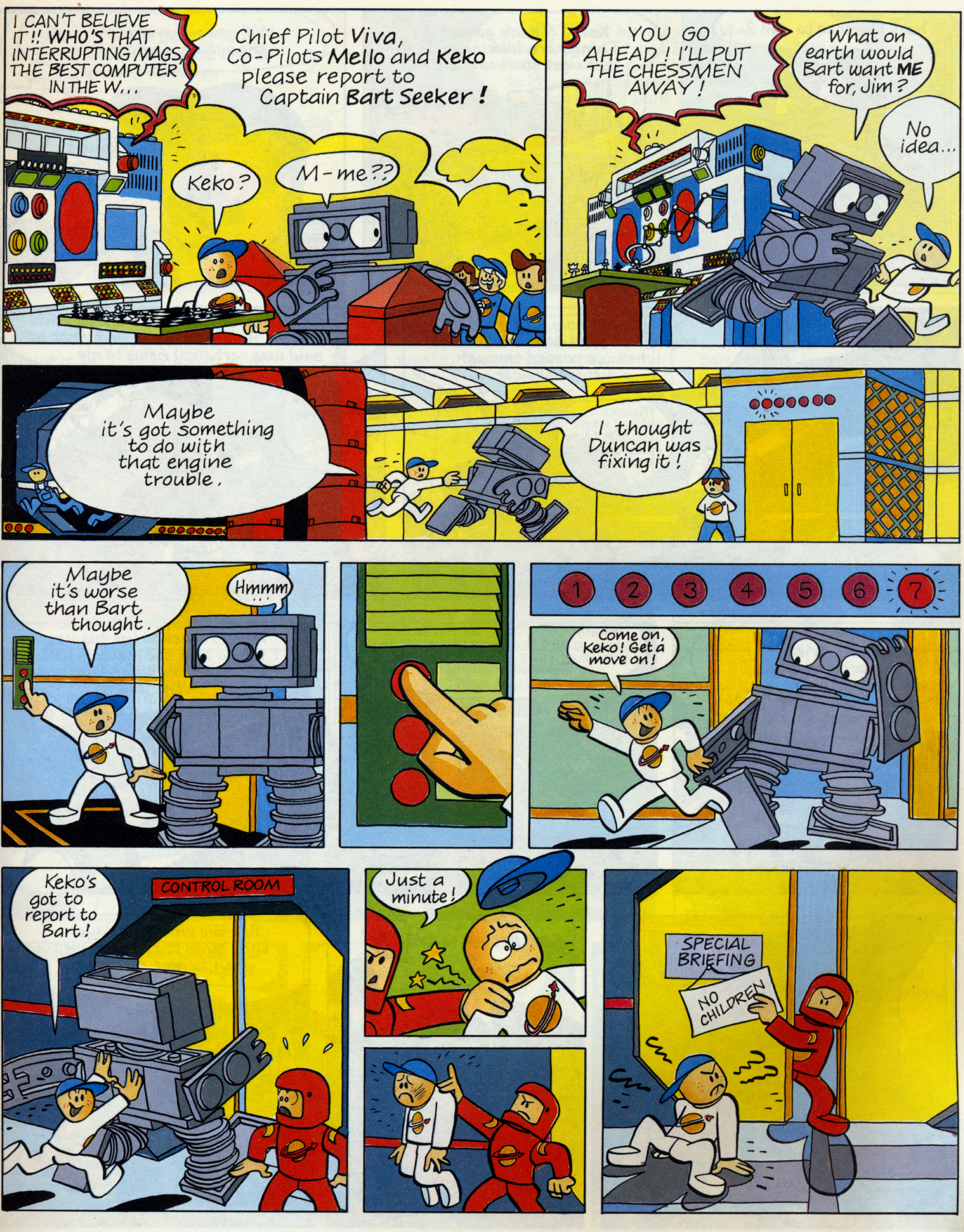


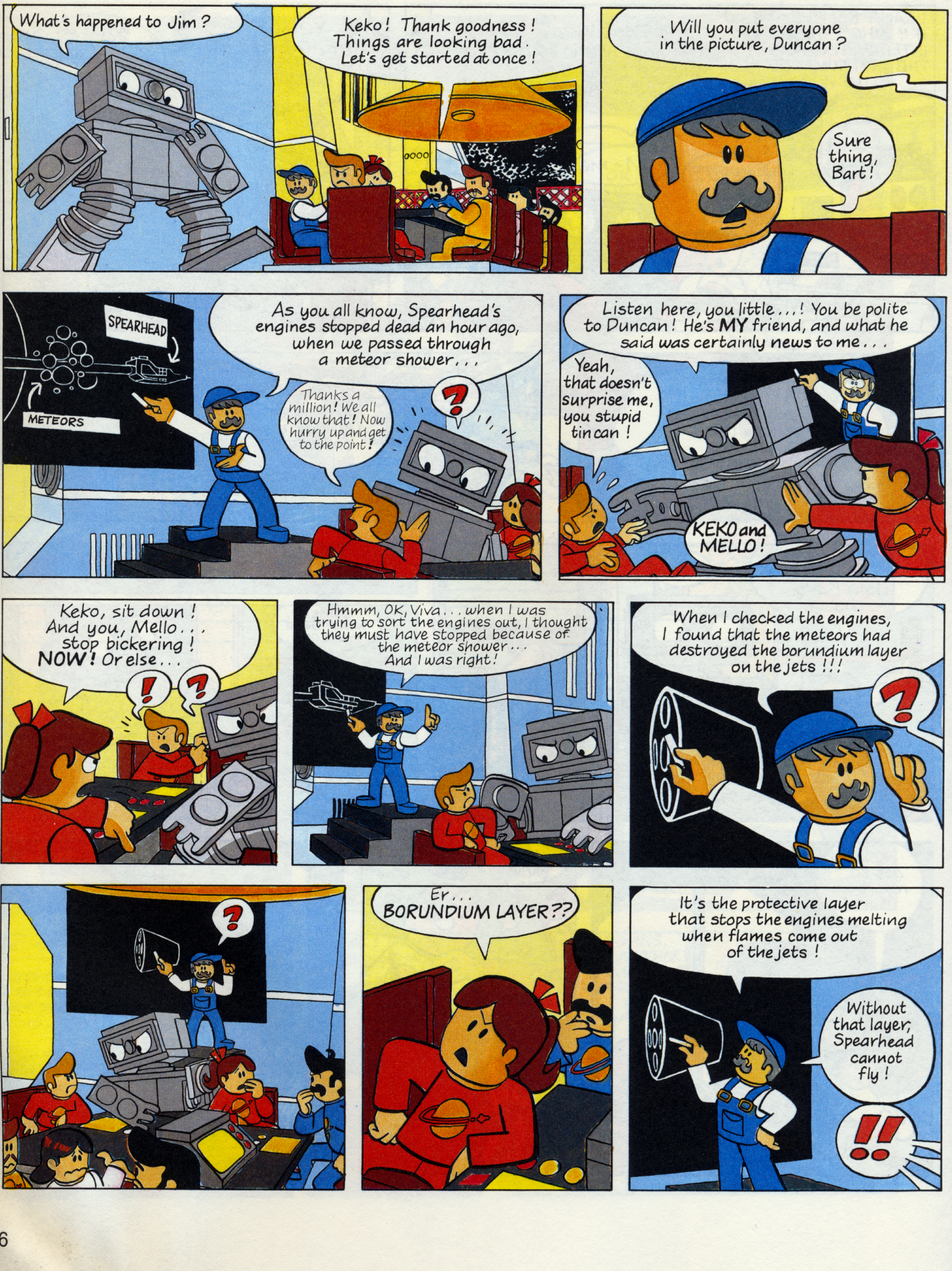
My name is **Keko**. I became Jim's best friend after we met on the planet **Commercia**. At first, Bart didn't want me on board, but finally he gave in. Probably because I'm a robot, and I can be useful.

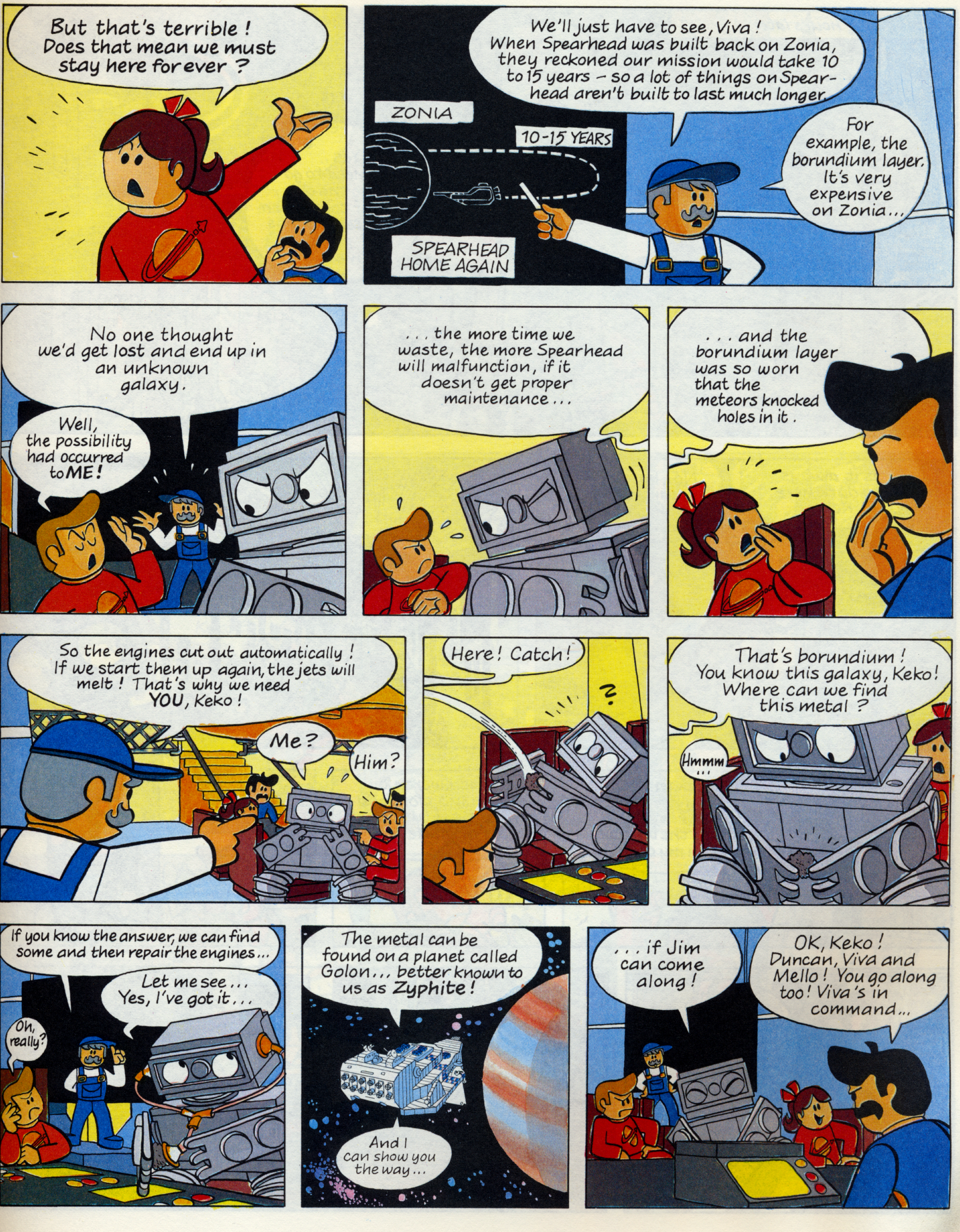
Jim Spaceborn – That's me! Bart and the others found me on an abandoned spaceship when I was very small. They took me along, so I actually grew up in space. Duncan took care of me – and he taught me to fly small spaceships, too.

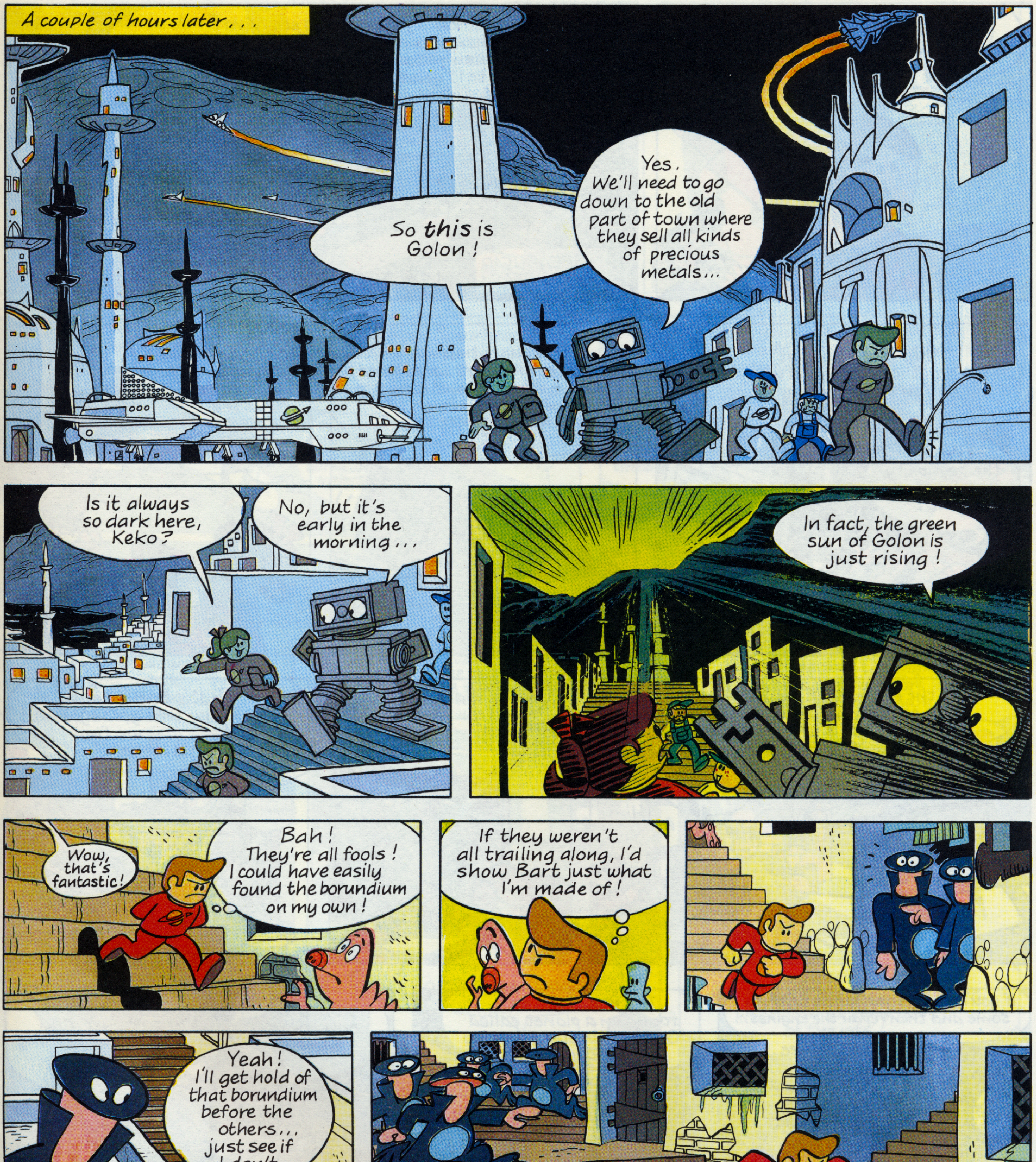

. . . and let me know as soon as you've found the trouble, Duncan !
Yessir, Bart, sir !
We must get that engine trouble fixed, so we can carry on with the mission !
Right you are, Bart !
As captain I'm responsible for everything working . . .
SIGH ! Too true, Bart . . .
What did you say, Duncan ?
Er . . nothing, I was just . . er . . coughing . . .

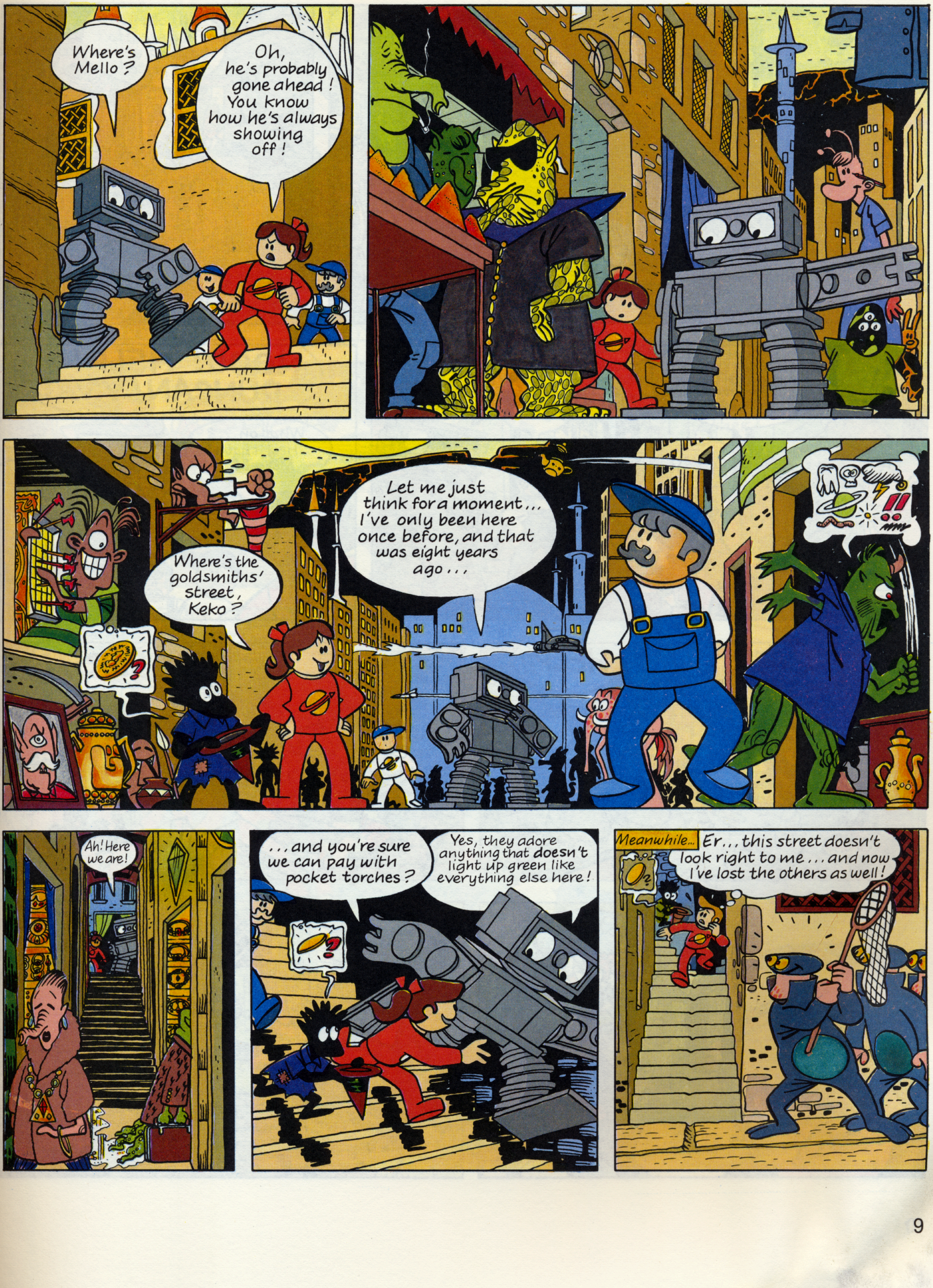

Meanwhile, on board the starship Spearhead...
YOUR MOVE, KEKO...
OK, MAGS! Just give me a moment to think it out...
I... er... hang on! White bishop to QB 4...
AHA!
PAWN TO QB7-CHECKMATE!
MAGS HAS DONE IT AGAIN! MAGS 14 WINS, KEKO NIL! ANOTHER GAME?
Back in the control room...
...and that's why the engines have packed up...
Drat! Then we'd better get moving right away!
BZZZ!!
MAGS 16 WINS, KEKO NIL! ANOTHER GAME?
I simply don't understand how it does it!!!
BZZZ!!! Emergency! Emergency!

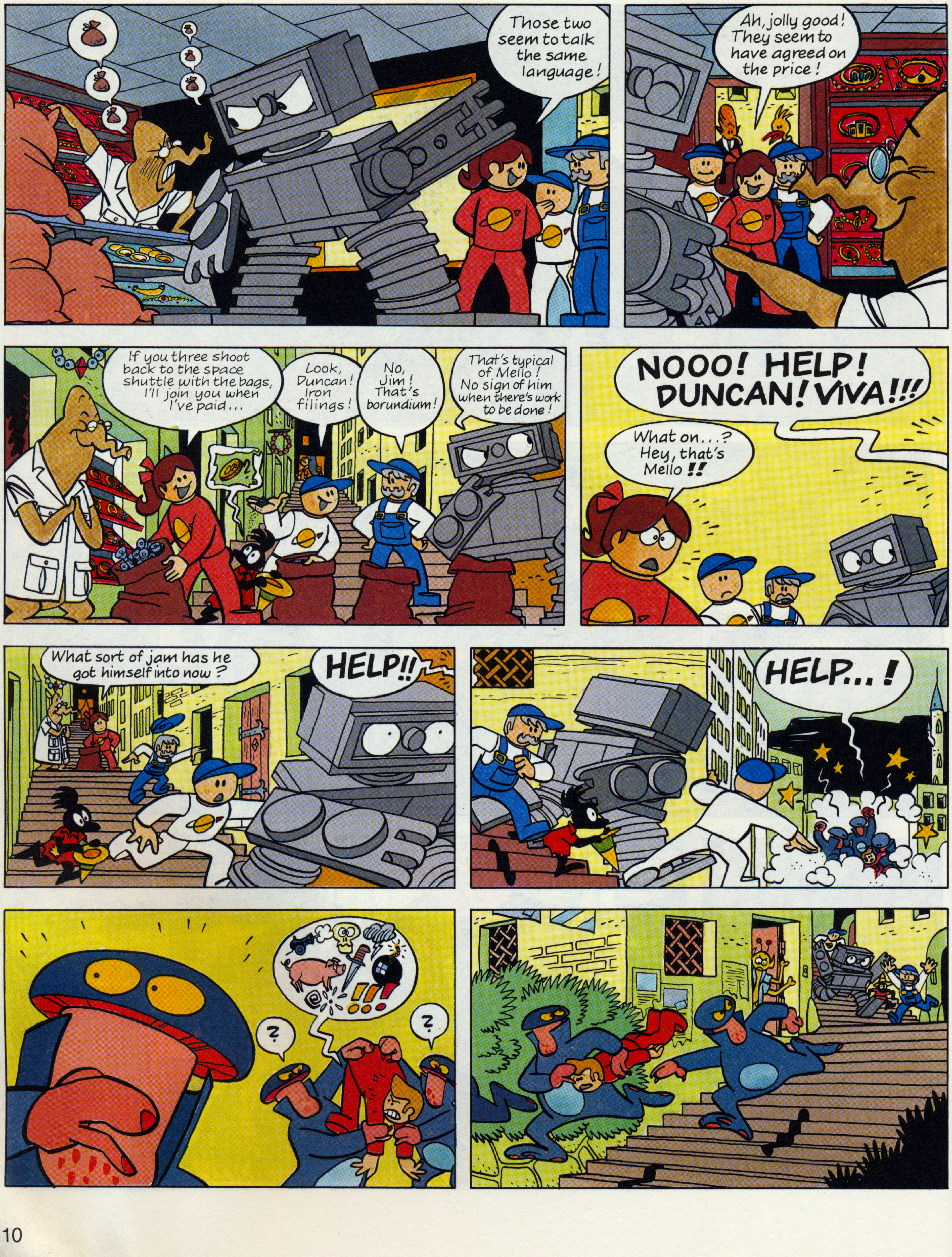

I CAN'T BELIEVE IT !! WHO'S THAT INTERRUPTING MAGS, THE BEST COMPUTER IN THE W...
Chief Pilot Viva, Co-Pilots Mello and Keko please report to Captain Bart Seeker !
Keko ?
M-me ??
YOU GO AHEAD ! I'LL PUT THE CHESSMEN AWAY !
What on earth would Bart want ME for, Jim ?
No idea...
Maybe it's got something to do with that engine trouble.
I thought Duncan was fixing it !
Maybe it's worse than Bart thought.
Hmmm...
1 2 3 4 5 6 7
Come on, Keko ! Get a move on !
Keko's got to report to Bart !
CONTROL ROOM
Just a minute !
SPECIAL BRIEFING
NO CHILDREN

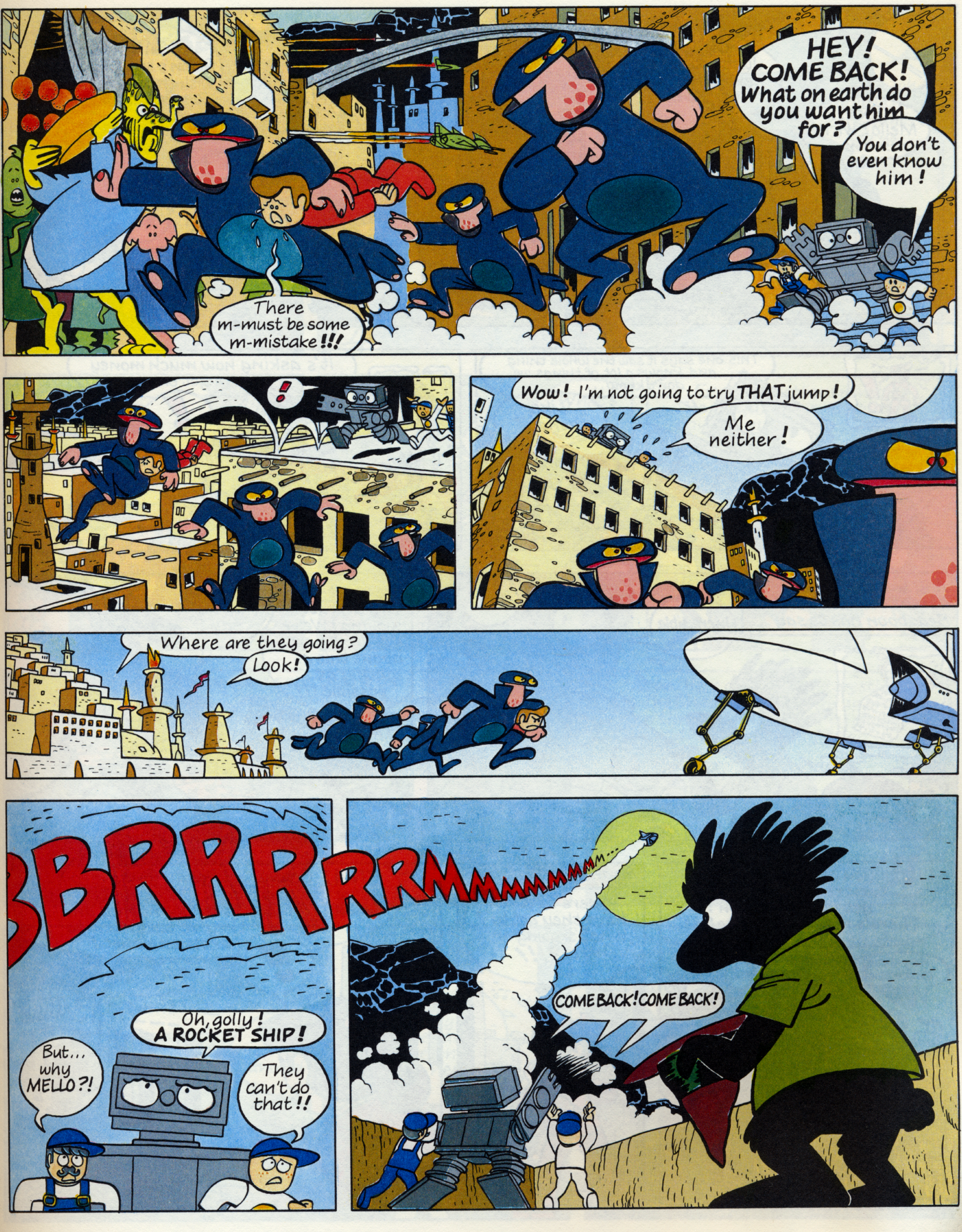

What's happened to Jim ?
Keko ! Thank goodness ! Things are looking bad . Let's get started at once !
Will you put everyone in the picture, Duncan ?
Sure thing, Bart !
SPEARHEAD
METEORS
As you all know, Spearhead's engines stopped dead an hour ago, when we passed through a meteor shower . . .
Thanks a million ! We all know that ! Now hurry up and get to the point !
?
Listen here, you little . . . ! You be polite to Duncan ! He's MY friend, and what he said was certainly news to me . . .
Yeah, that doesn't surprise me, you stupid tin can !
KEKO and MELLO !
Keko, sit down ! And you, Mello . . . stop bickering ! NOW ! Or else . . .
!
?
Hmmm, OK, Viva . . . when I was trying to sort the engines out, I thought they must have stopped because of the meteor shower . . . And I was right !
When I checked the engines, I found that the meteors had destroyed the borundium layer on the jets ! ! !
?
?
Er . . . BORUNDIUM LAYER ??
It's the protective layer that stops the engines melting when flames come out of the jets !
Without that layer, Spearhead cannot fly !
!!

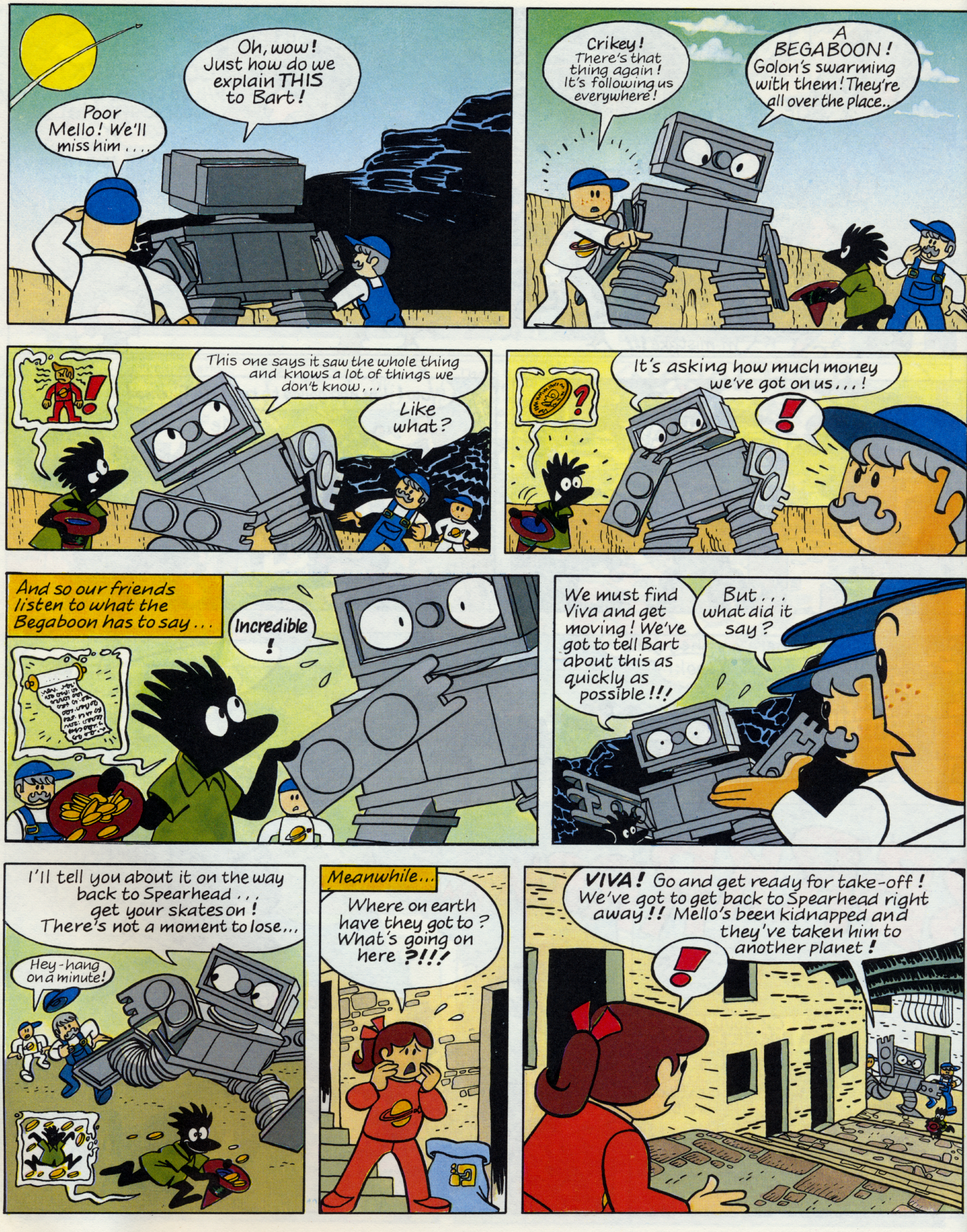

But that's terrible ! Does that mean we must stay here for ever ?
We'll just have to see, Viva ! When Spearhead was built back on Zonia, they reckoned our mission would take 10 to 15 years – so a lot of things on Spearhead aren't built to last much longer.
ZONIA
10-15 YEARS
SPEARHEAD HOME AGAIN
For example, the borundium layer. It's very expensive on Zonia . . .
No one thought we'd get lost and end up in an unknown galaxy.
Well, the possibility had occurred to ME !
. . . the more time we waste, the more Spearhead will malfunction, if it doesn't get proper maintenance . . .
. . . and the borundium layer was so worn that the meteors knocked holes in it .
So the engines cut out automatically ! If we start them up again, the jets will melt ! That's why we need YOU, Keko !
Me?
Him?
Here! Catch!
?
That's borundium ! You know this galaxy, Keko! Where can we find this metal ?
Hmmm . . .
If you know the answer, we can find some and then repair the engines . . .
Let me see . . . Yes, I've got it . . .
Oh, really?
The metal can be found on a planet called Golon . . . better known to us as Zyphite !
And I can show you the way . . .
. . . if Jim can come along !
OK, Keko ! Duncan, Viva and Mello ! You go along too ! Viva's in command . . .

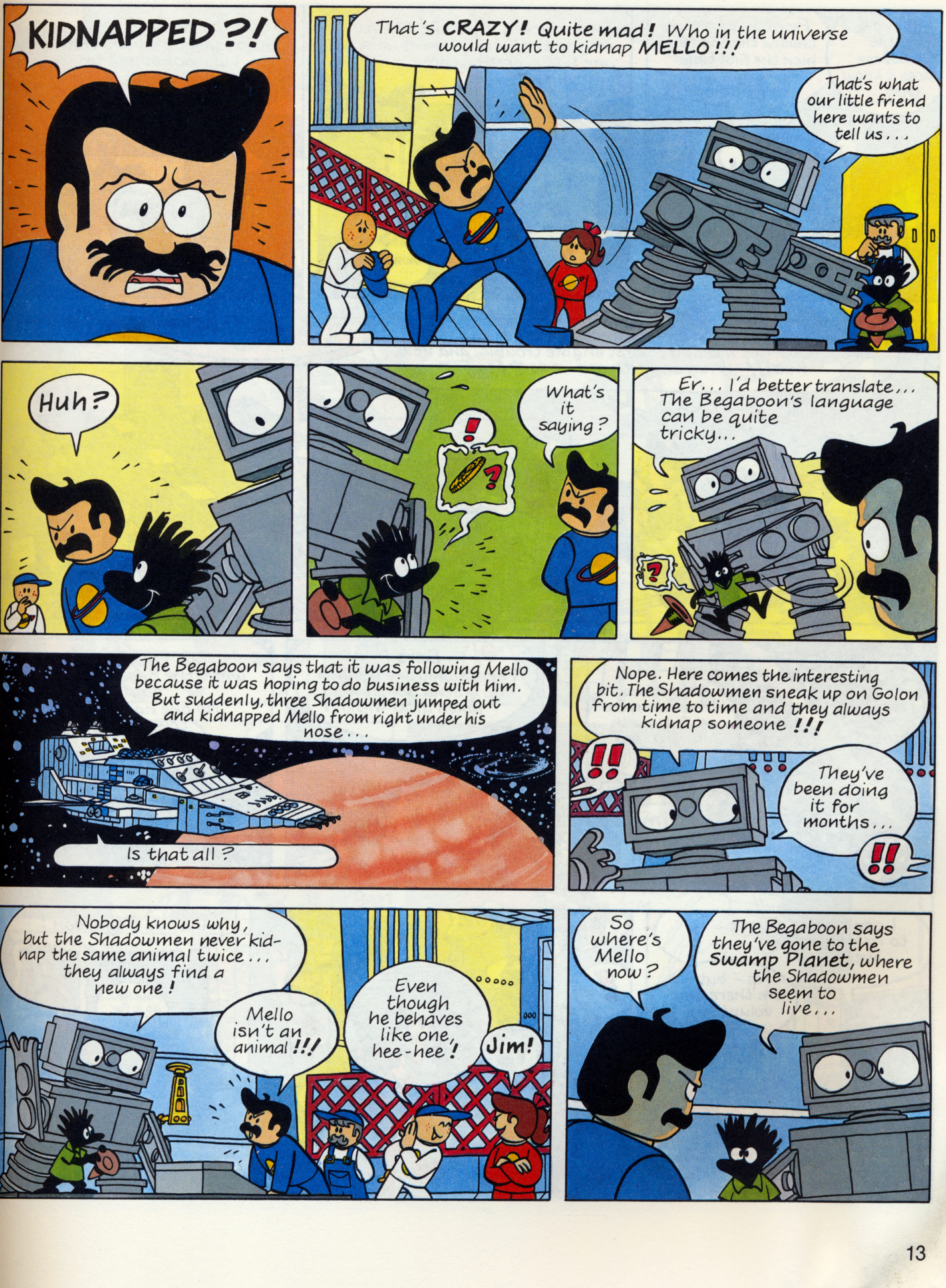

A couple of hours later . . .
So this is Golon !
Yes. We'll need to go down to the old part of town where they sell all kinds of precious metals ...
Is it always so dark here, Keko ?
No, but it's early in the morning . . .
In fact, the green sun of Golon is just rising !
Wow, that's fantastic !
Bah ! They're all fools ! I could have easily found the borundium on my own !
If they weren't all trailing along, I'd show Bart just what I'm made of !
Yeah ! I'll get hold of that borundium before the others . . . just see if I don't . . .

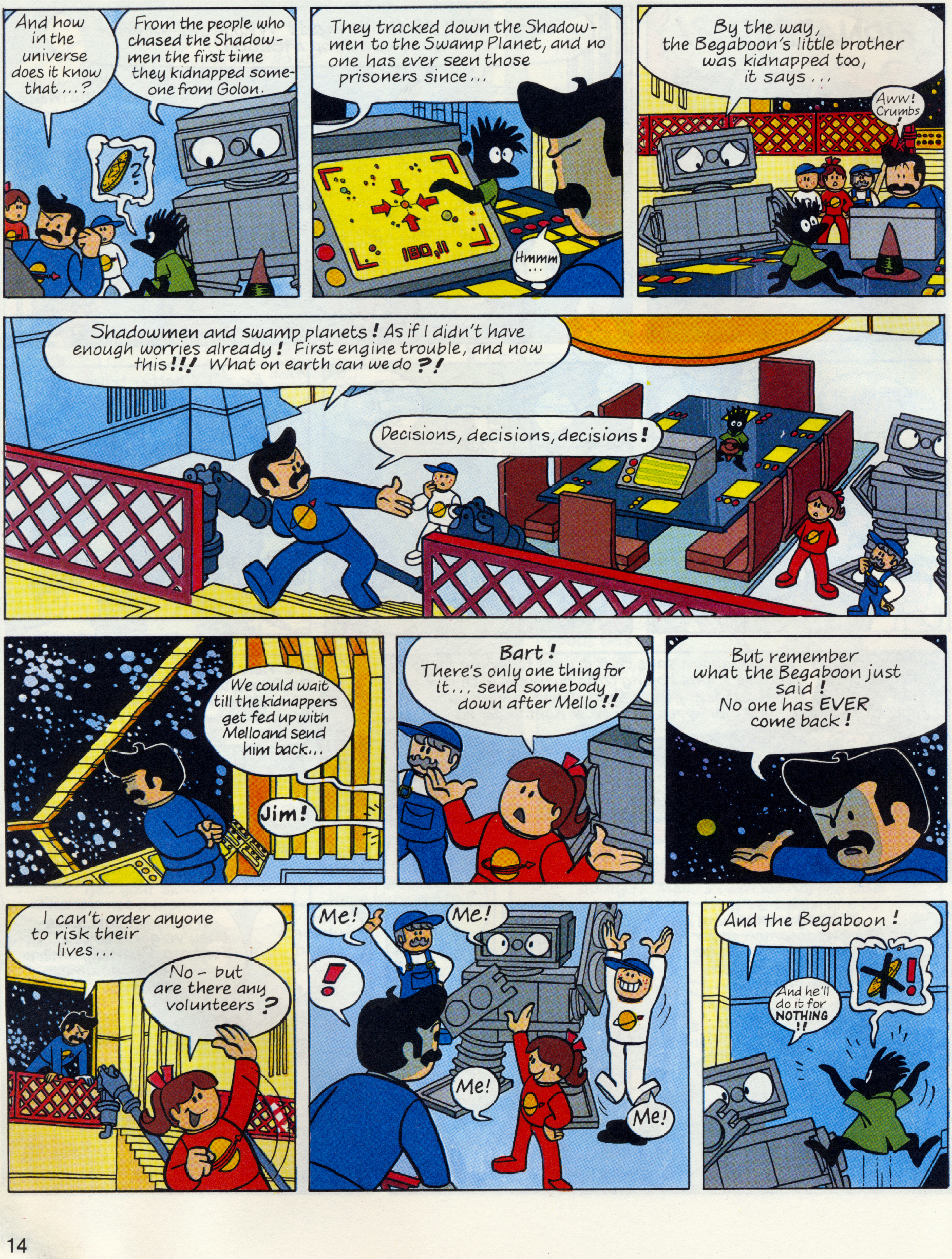

Where's Mello?
Oh, he's probably gone ahead! You know how he's always showing off!
Where's the goldsmiths' street, Keko?
Let me just think for a moment... I've only been here once before, and that was eight years ago...
Ah! Here we are!
...and you're sure we can pay with pocket torches?
Yes, they adore anything that **doesn't** light up green like everything else here!
Meanwhile...
Er... this street doesn't look right to me... and now I've lost the others as well!

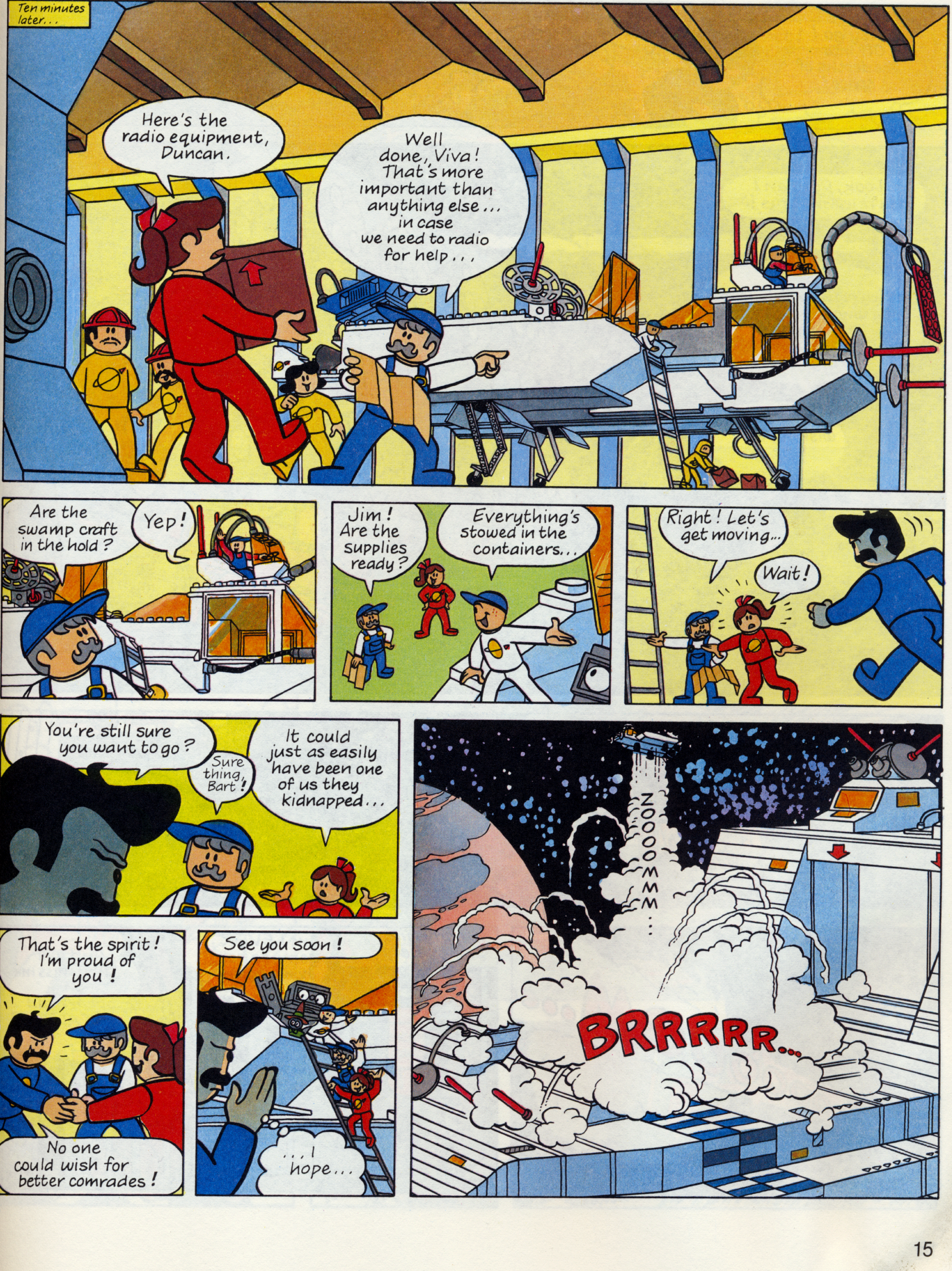

Those two seem to talk the same language!
Ah, jolly good! They seem to have agreed on the price!
If you three shoot back to the space shuttle with the bags, I'll join you when I've paid...
Look, Duncan! Iron filings!
No, Jim! That's borundium!
That's typical of Mello! No sign of him when there's work to be done!
NOOO! HELP! DUNCAN! VIVA!!!
What on...? Hey, that's Mello!!
What sort of jam has he got himself into now?
HELP!!
HELP...!
?
?

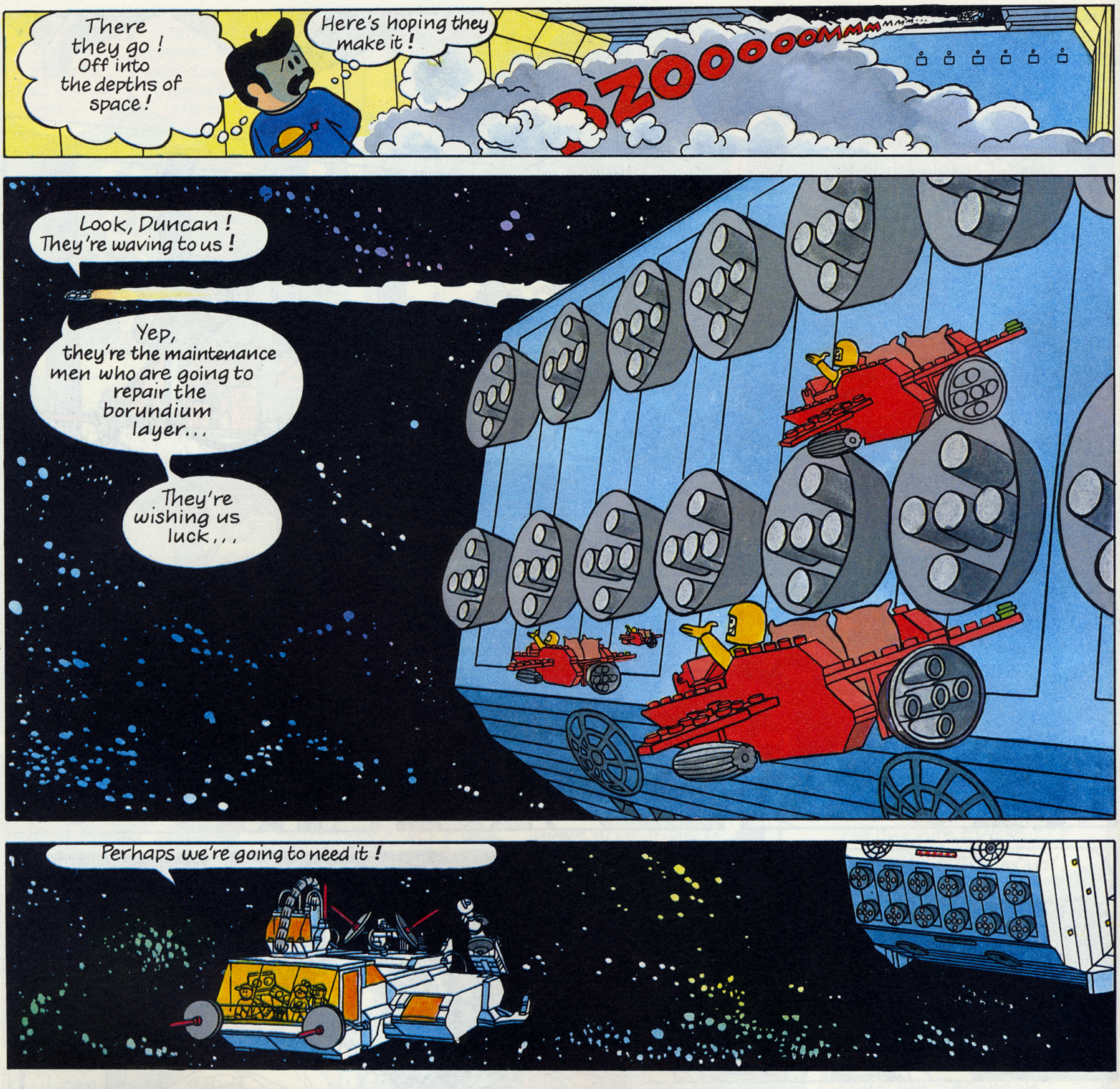

HEY! COME BACK! What on earth do you want him for?
You don't even know him!
There m-must be some m-mistake!!!
!
Wow! I'm not going to try THAT jump!
Me neither!
Where are they going?
Look!
BBRRRRRMMMMMMMMMM...
Oh, golly! A ROCKET SHIP!
But... why MELLO?!
They can't do that!!
COME BACK! COME BACK!

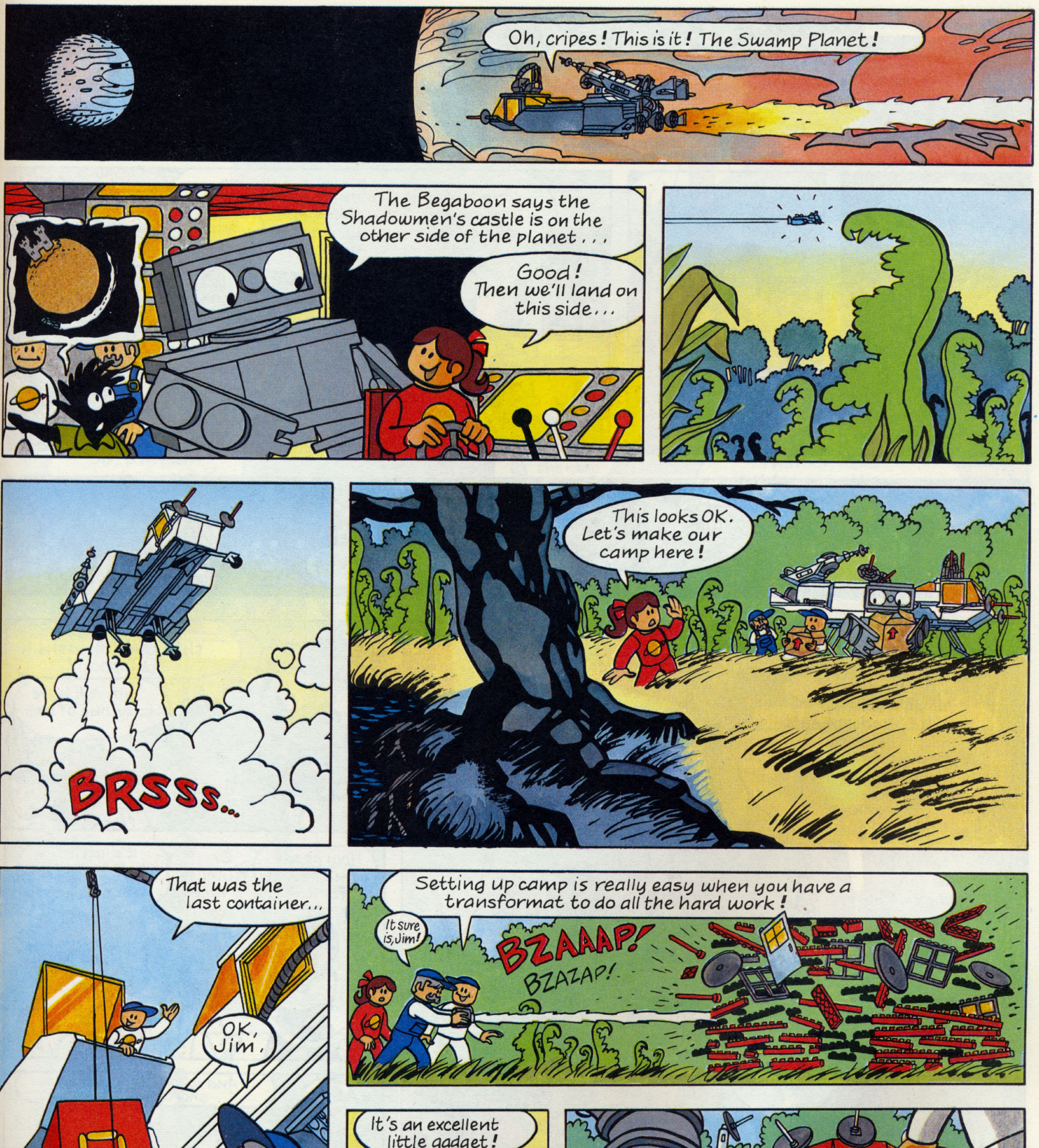

Poor Mello! We'll miss him . . . .
Oh, wow! Just how do we explain THIS to Bart!
Crikey! There's that thing again! It's following us everywhere!
A BEGABOON! Golon's swarming with them! They're all over the place..
This one says it saw the whole thing and knows a lot of things we don't know, . .
Like what?
It's asking how much money we've got on us . . . !
!
And so our friends listen to what the Begaboon has to say . . .
Incredible!
We must find Viva and get moving! We've got to tell Bart about this as quickly as possible!!!
But . . . what did it say?
I'll tell you about it on the way back to Spearhead . . get your skates on! There's not a moment to lose...
Hey-hang on a minute!
Meanwhile...
Where on earth have they got to? What's going on here ?!!!
VIVA! Go and get ready for take-off! We've got to get back to Spearhead right away!! Mello's been kidnapped and they've taken him to another planet!
!

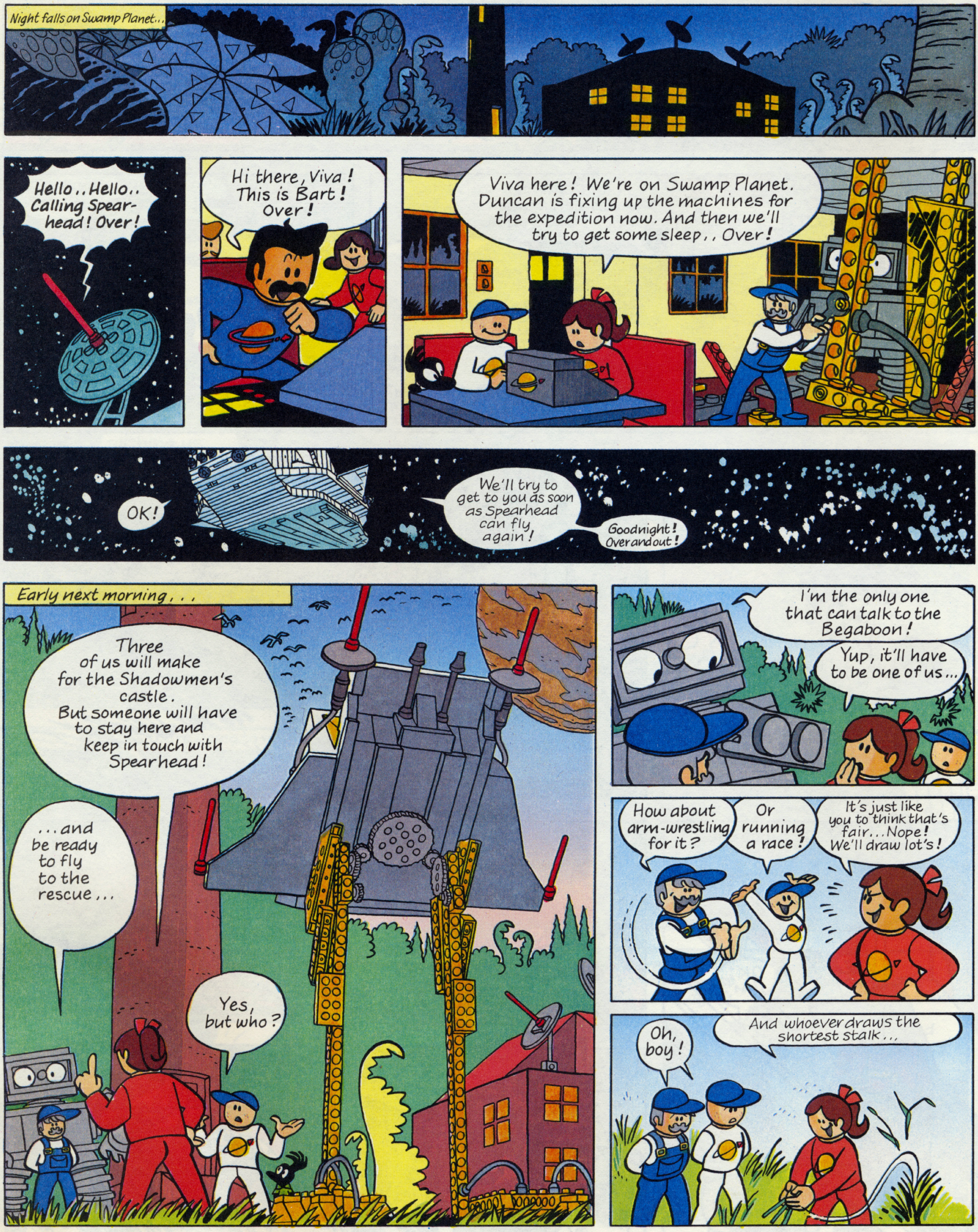

KIDNAPPED ?!
That's CRAZY! Quite mad! Who in the universe would want to kidnap MELLO !!!
That's what our little friend here wants to tell us . . .
Huh?
!
?
What's it saying?
Er. . . I'd better translate . . . The Begaboon's language can be quite tricky. . .
?
The Begaboon says that it was following Mello because it was hoping to do business with him. But suddenly, three Shadowmen jumped out and kidnapped Mello from right under his nose . . .
Is that all ?
Nope. Here comes the interesting bit. The Shadowmen sneak up on Golon from time to time and they always kidnap someone !!!
!!
They've been doing it for months . . .
!!
Nobody knows why, but the Shadowmen never kidnap the same animal twice . . . they always find a new one !
Mello isn't an animal !!!
Even though he behaves like one, hee-hee !
Jim!
So where's Mello now ?
The Begaboon says they've gone to the Swamp Planet, where the Shadowmen seem to live . . .

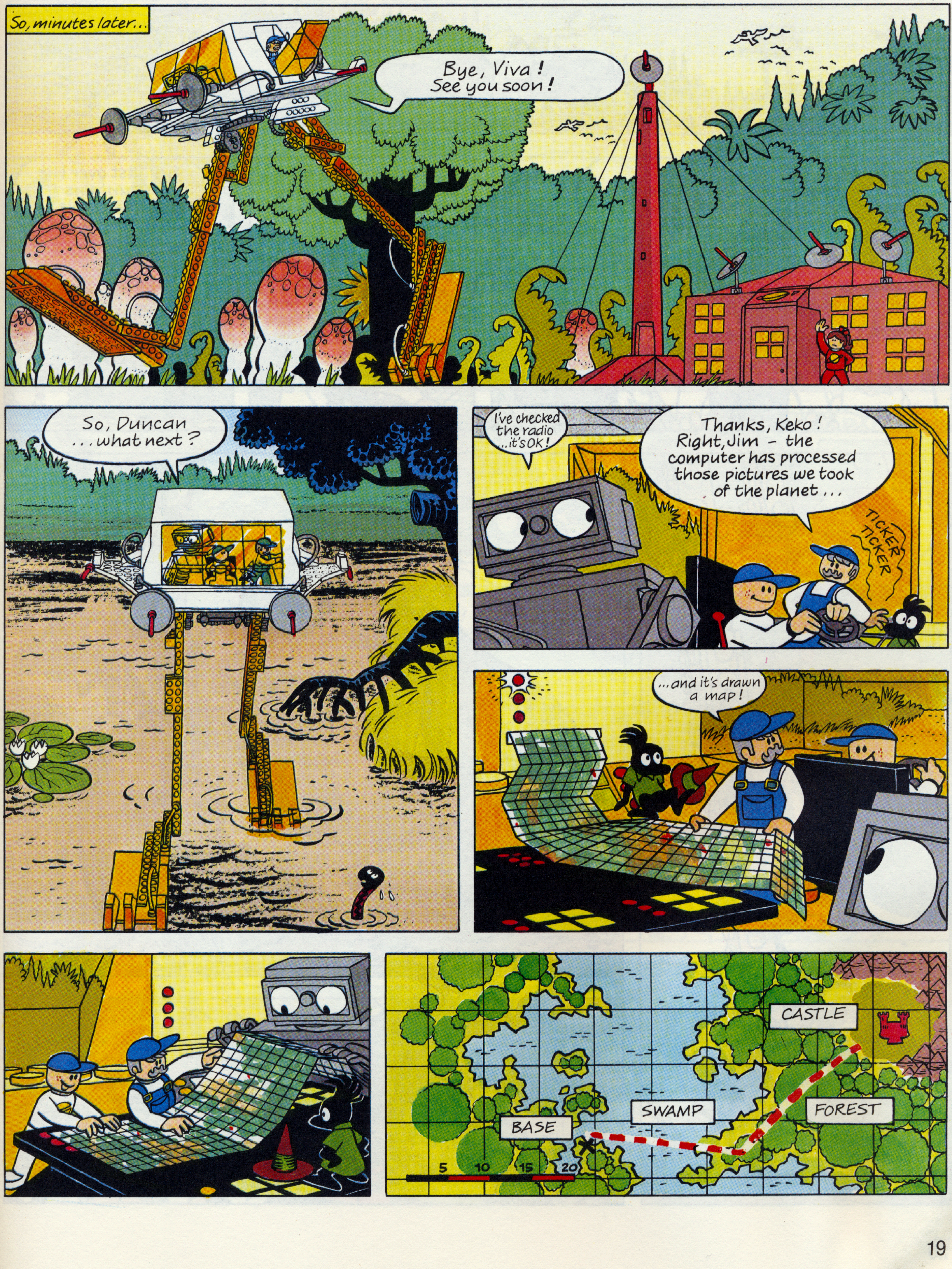

And how in the universe does it know that ...?
From the people who chased the Shadowmen the first time they kidnapped someone from Golon.
They tracked down the Shadowmen to the Swamp Planet, and no one has ever seen those prisoners since ...
180,11
Hmmm ...
By the way, the Begaboon's little brother was kidnapped too, it says ...
Aww! Crumbs!
Shadowmen and swamp planets! As if I didn't have enough worries already! First engine trouble, and now this!!! What on earth can we do?!
Decisions, decisions, decisions!
We could wait till the kidnappers get fed up with Mello and send him back...
Jim!
Bart! There's only one thing for it... send somebody down after Mello!!
But remember what the Begaboon just said! No one has EVER come back!
I can't order anyone to risk their lives...
No – but are there any volunteers?
Me!
Me!
!
Me!
Me!
And the Begaboon!
And he'll do it for NOTHING!!
!

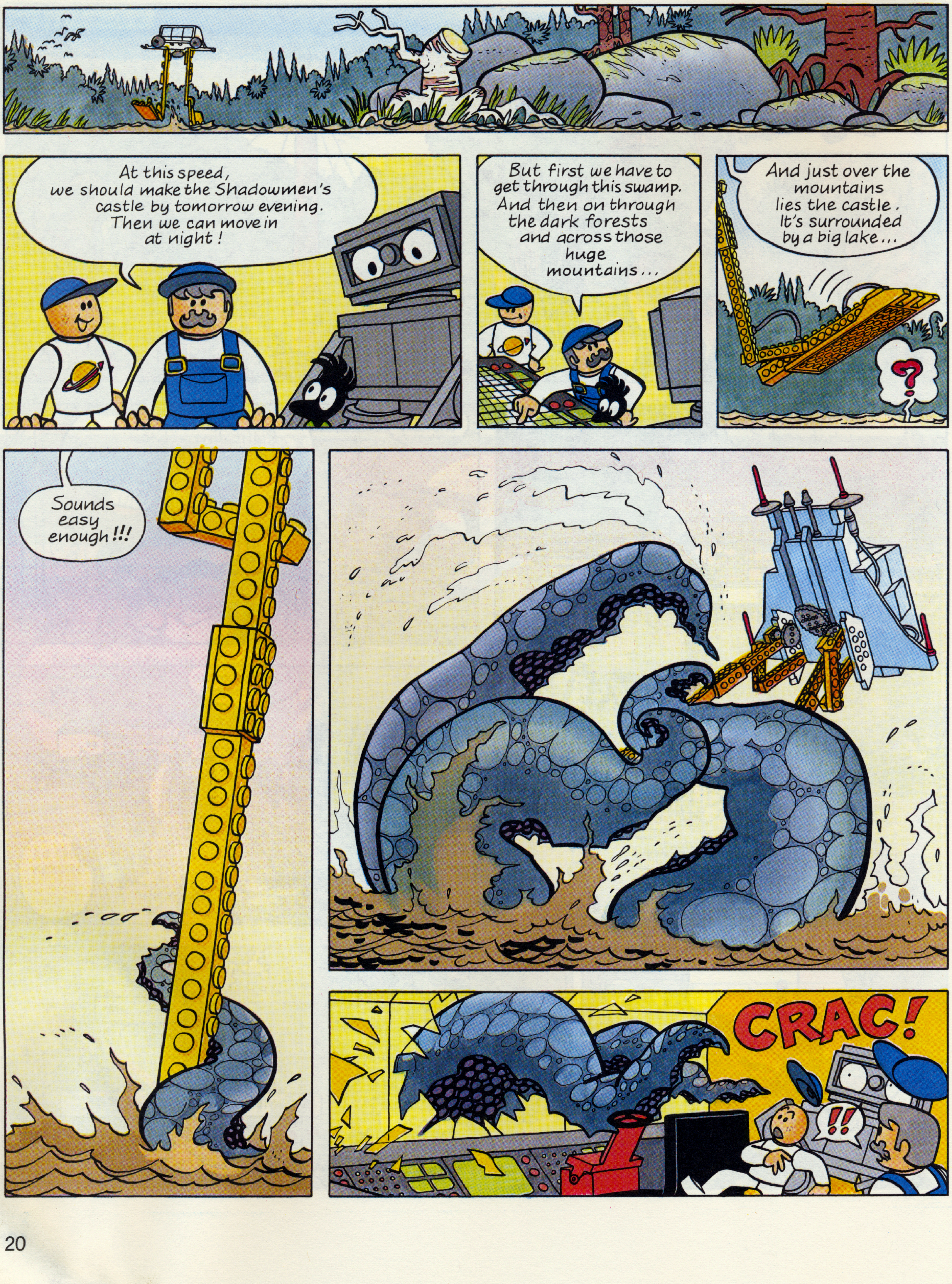

Ten minutes later...
Here's the radio equipment, Duncan.
Well done, Viva! That's more important than anything else... in case we need to radio for help...
Are the swamp craft in the hold?
Yep!
Jim! Are the supplies ready?
Everything's stowed in the containers...
Right! Let's get moving...
Wait!
You're still sure you want to go?
Sure thing, Bart!
It could just as easily have been one of us they kidnapped...
ZOOOOMMM...
BRRRRRR...
That's the spirit! I'm proud of you!
No one could wish for better comrades!
See you soon!
...I hope...

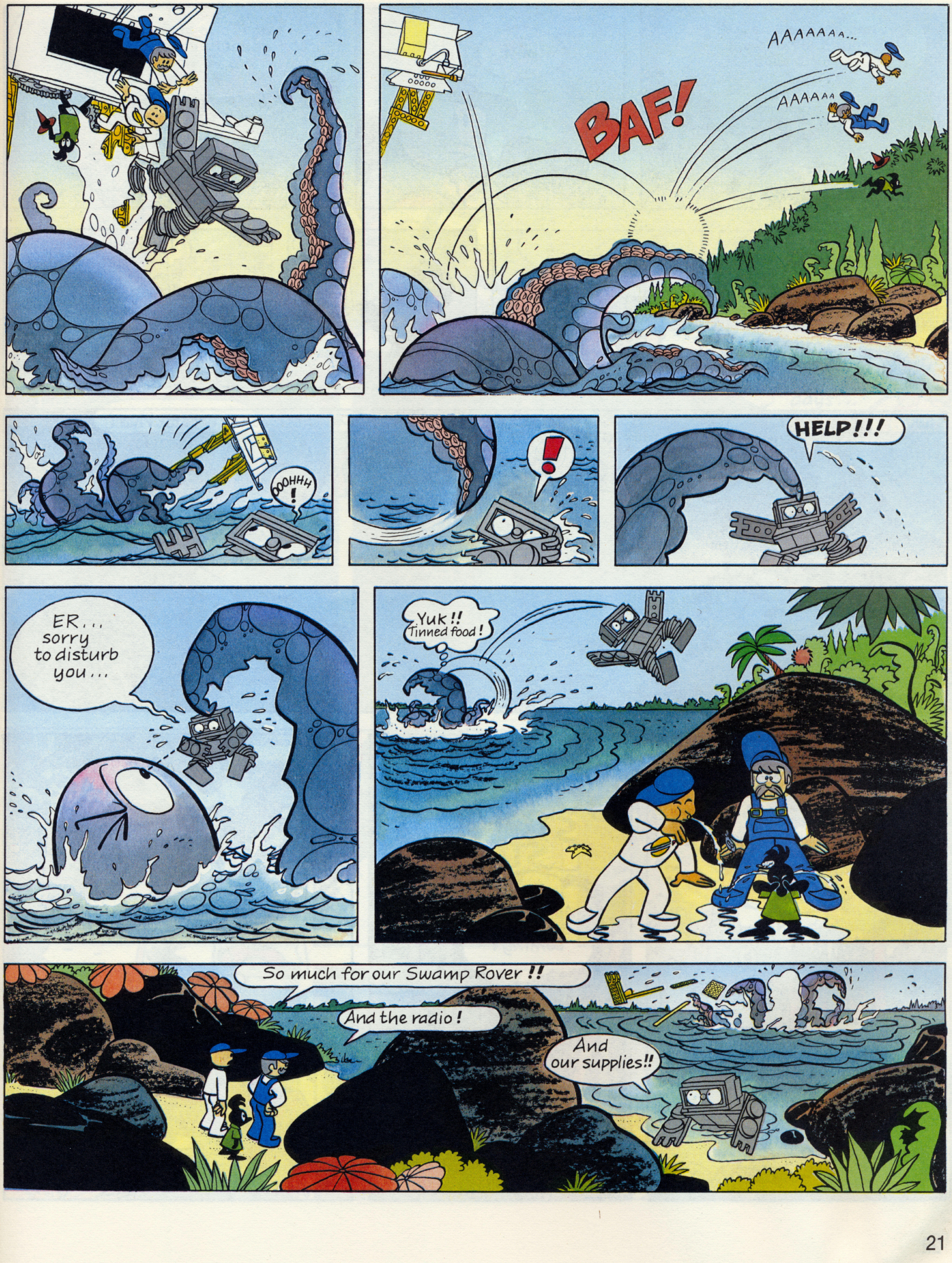

There they go! Off into the depths of space!
Here's hoping they make it!
BZOOOOOOMMMMMM...
Look, Duncan! They're waving to us!
Yep, they're the maintenance men who are going to repair the borundium layer...
They're wishing us luck...
Perhaps we're going to need it!
zooooooooOOOOOOM...
Meanwhile, somewhere...
Am I EVER going to get home again?
And will they miss me on Spearhead AT ALL...?

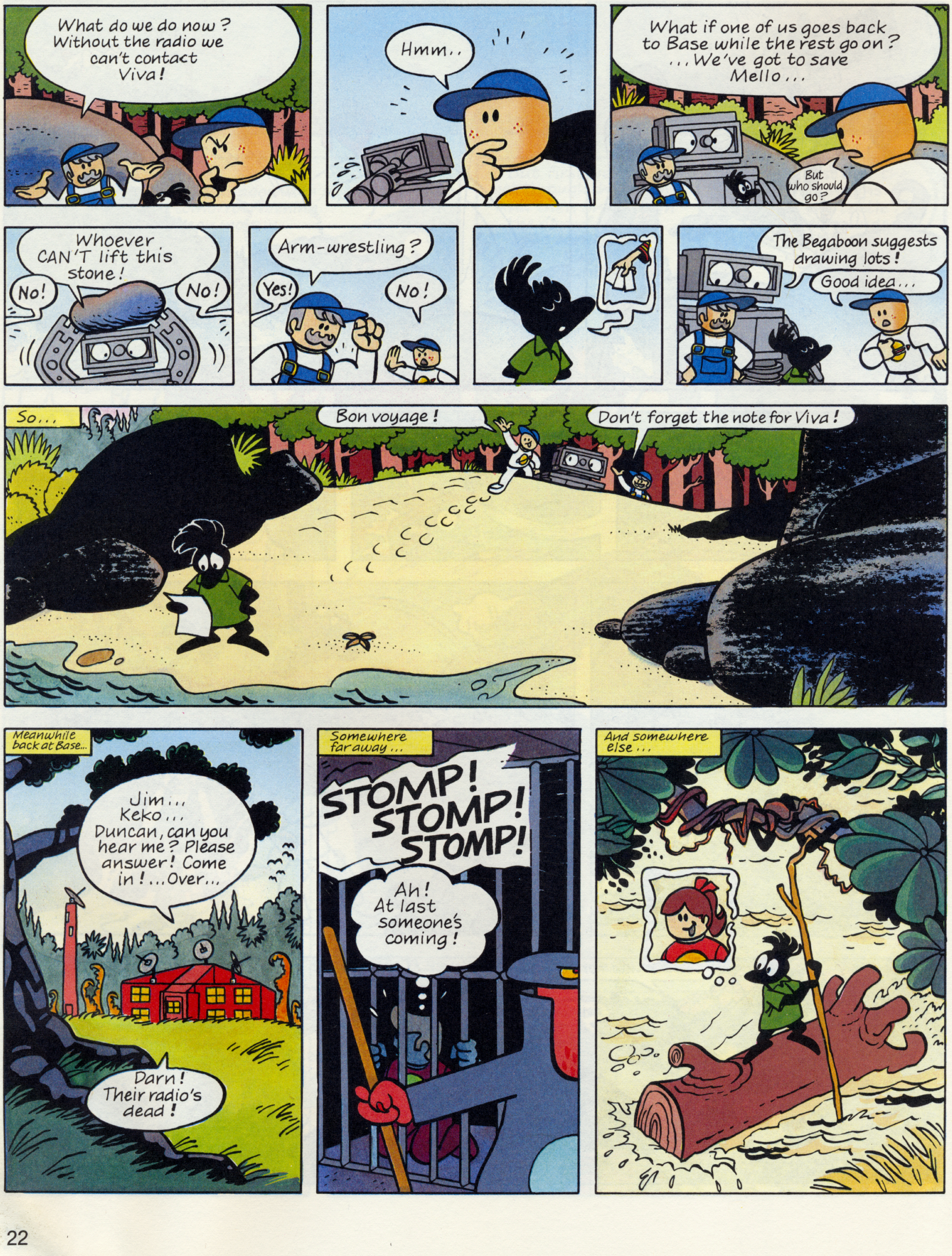

Oh, cripes! This is it! The Swamp Planet!
The Begaboon says the Shadowmen's castle is on the other side of the planet . . .
Good! Then we'll land on this side...
BRSSS...
This looks OK. Let's make our camp here!
That was the last container...
OK, Jim.
Setting up camp is really easy when you have a transformat to do all the hard work!
It sure is, Jim!
BZAAAP!
BZAZAP!
It's an excellent little gadget!
Phewee!!!

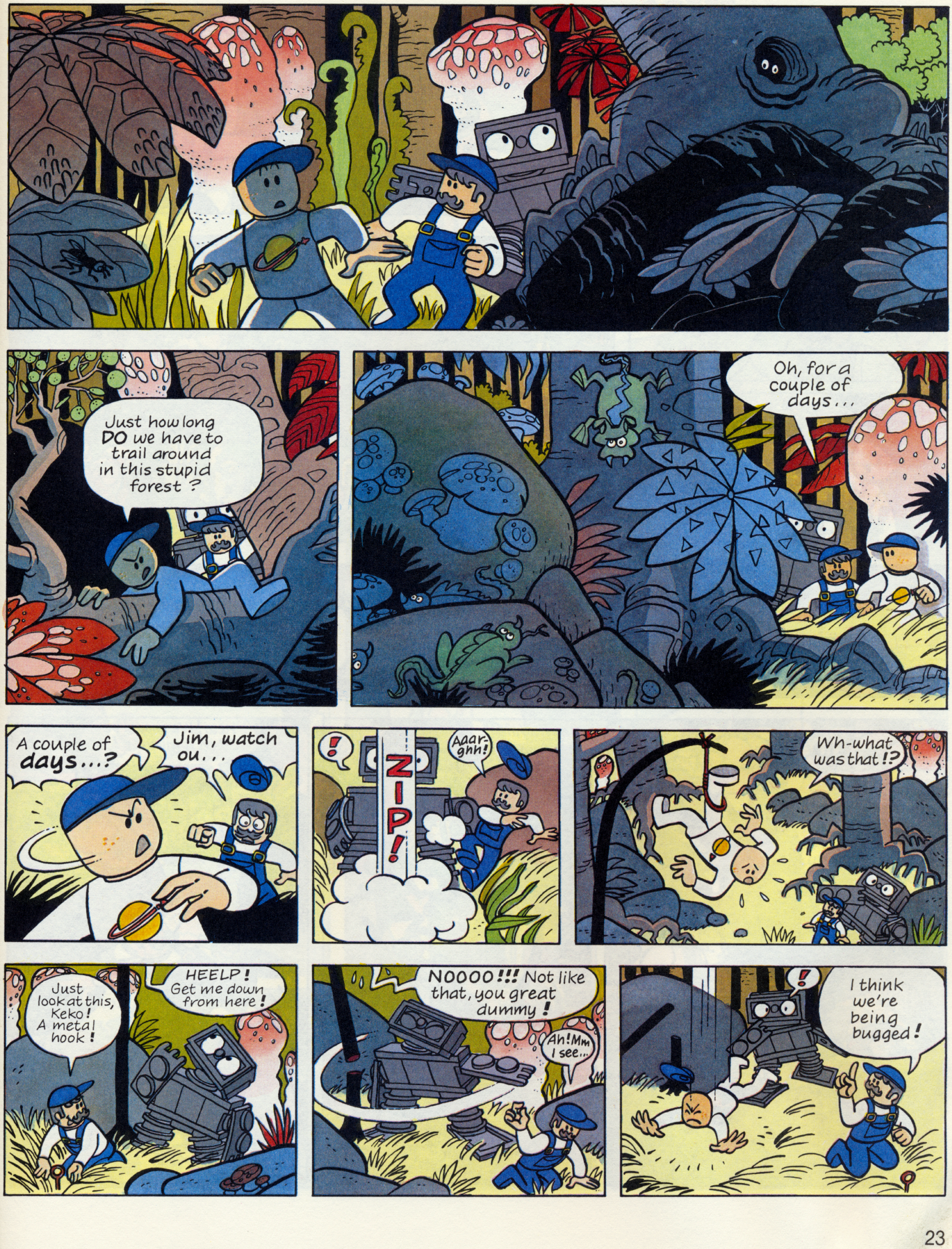

Night falls on Swamp Planet...
Hello.. Hello.. Calling Spear-head! Over!
Hi there, Viva! This is Bart! Over!
Viva here! We're on Swamp Planet. Duncan is fixing up the machines for the expedition now. And then we'll try to get some sleep.. Over!
OK!
We'll try to get to you as soon as Spearhead can fly again!
Goodnight! Over and out!
Early next morning...
Three of us will make for the Shadowmen's castle. But someone will have to stay here and keep in touch with Spearhead!
...and be ready to fly to the rescue...
Yes, but who?
I'm the only one that can talk to the Begaboon!
Yup, it'll have to be one of us...
How about arm-wrestling for it?
Or running a race!
It's just like you to think that's fair... Nope! We'll draw lot's!
Oh, boy!
And whoever draws the shortest stalk...

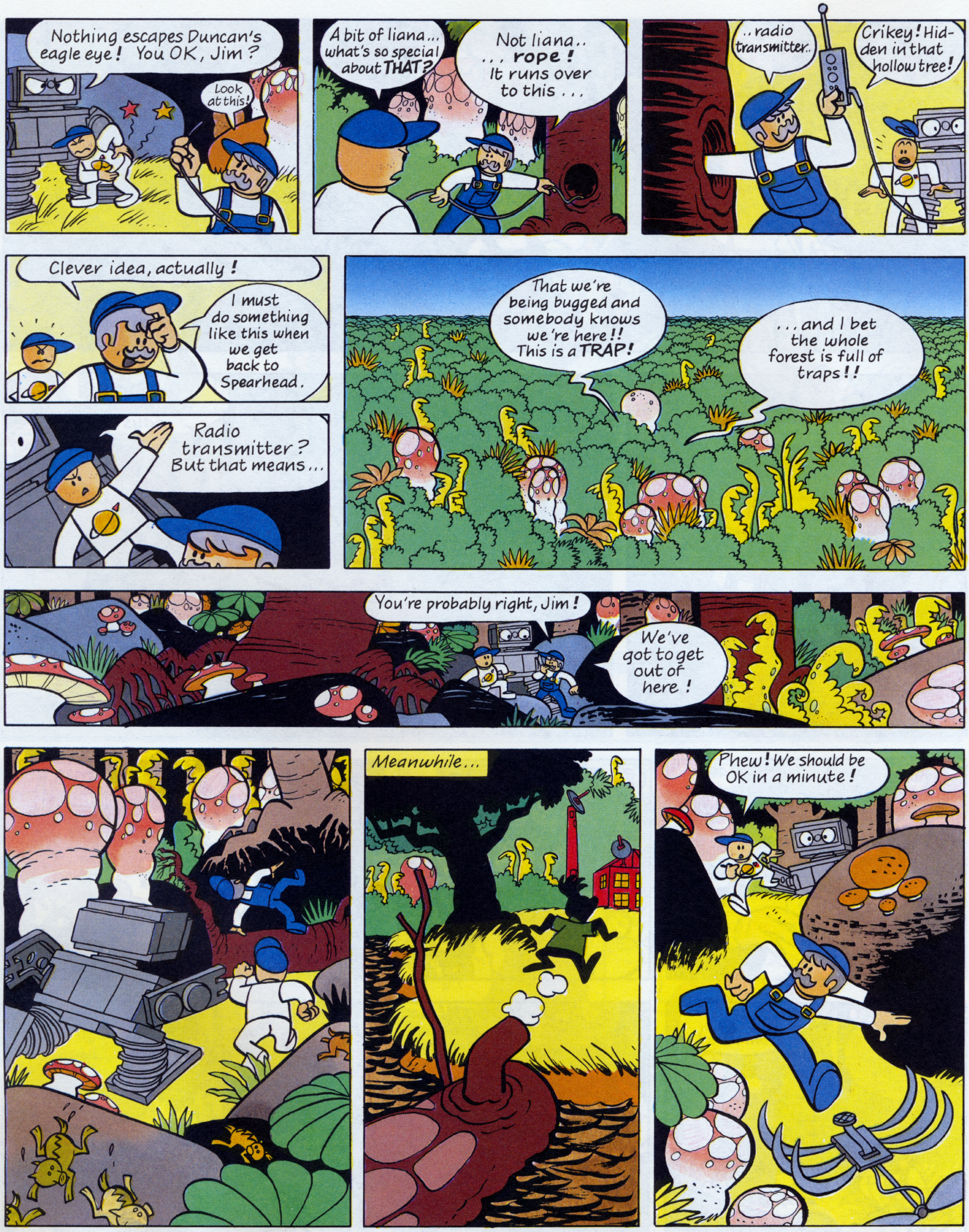

So, minutes later...
Bye, Viva! See you soon!
So, Duncan ... what next?
I've checked the radio ...it's OK!
Thanks, Keko! Right, Jim – the computer has processed those pictures we took of the planet ...
TICKER TICKER
...and it's drawn a map!
CASTLE
SWAMP
FOREST
BASE
5
10
15
20

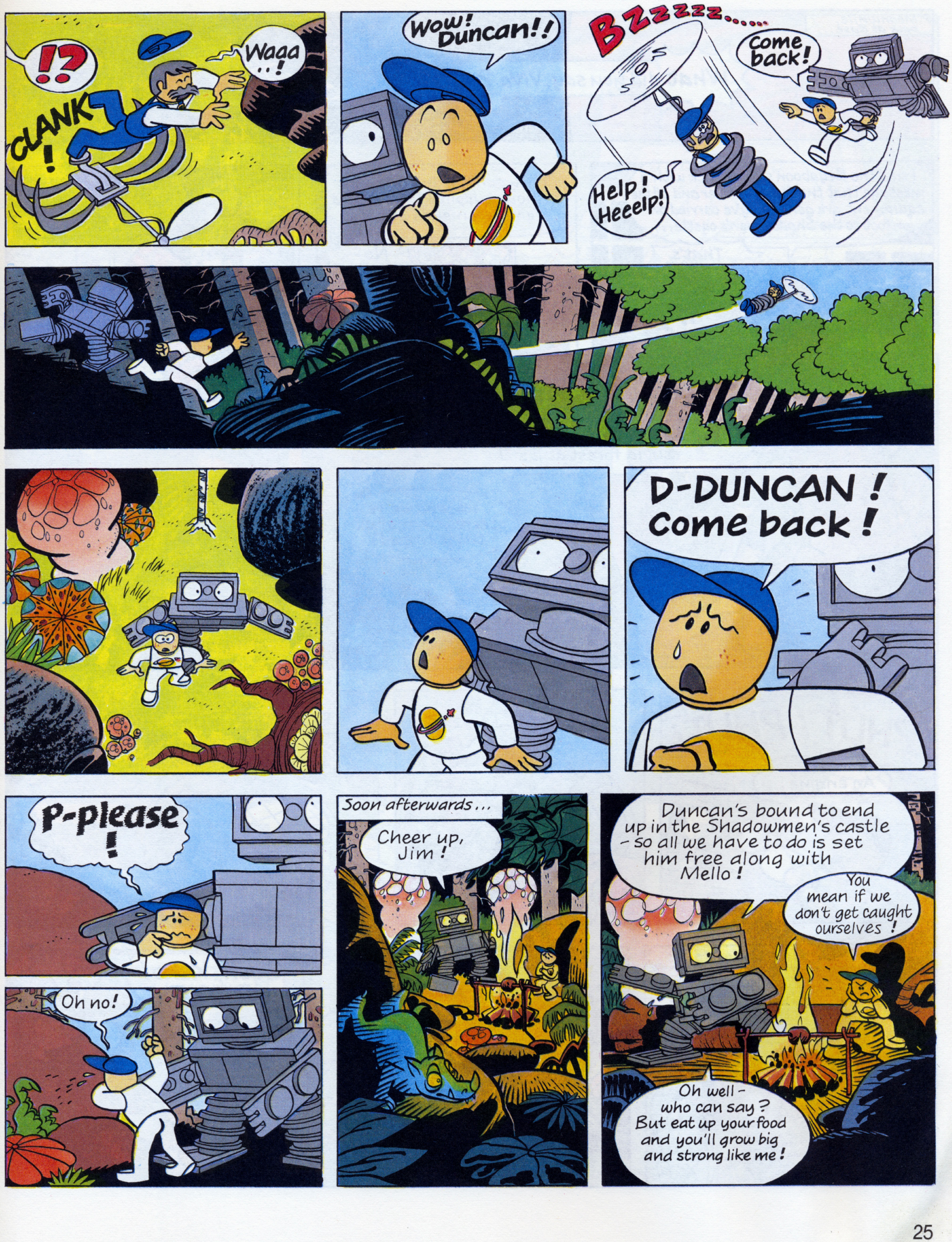

At this speed, we should make the Shadowmen's castle by tomorrow evening. Then we can move in at night!
But first we have to get through this swamp. And then on through the dark forests and across those huge mountains...
And just over the mountains lies the castle. It's surrounded by a big lake...
?
Sounds easy enough!!!
CRAC!
!!

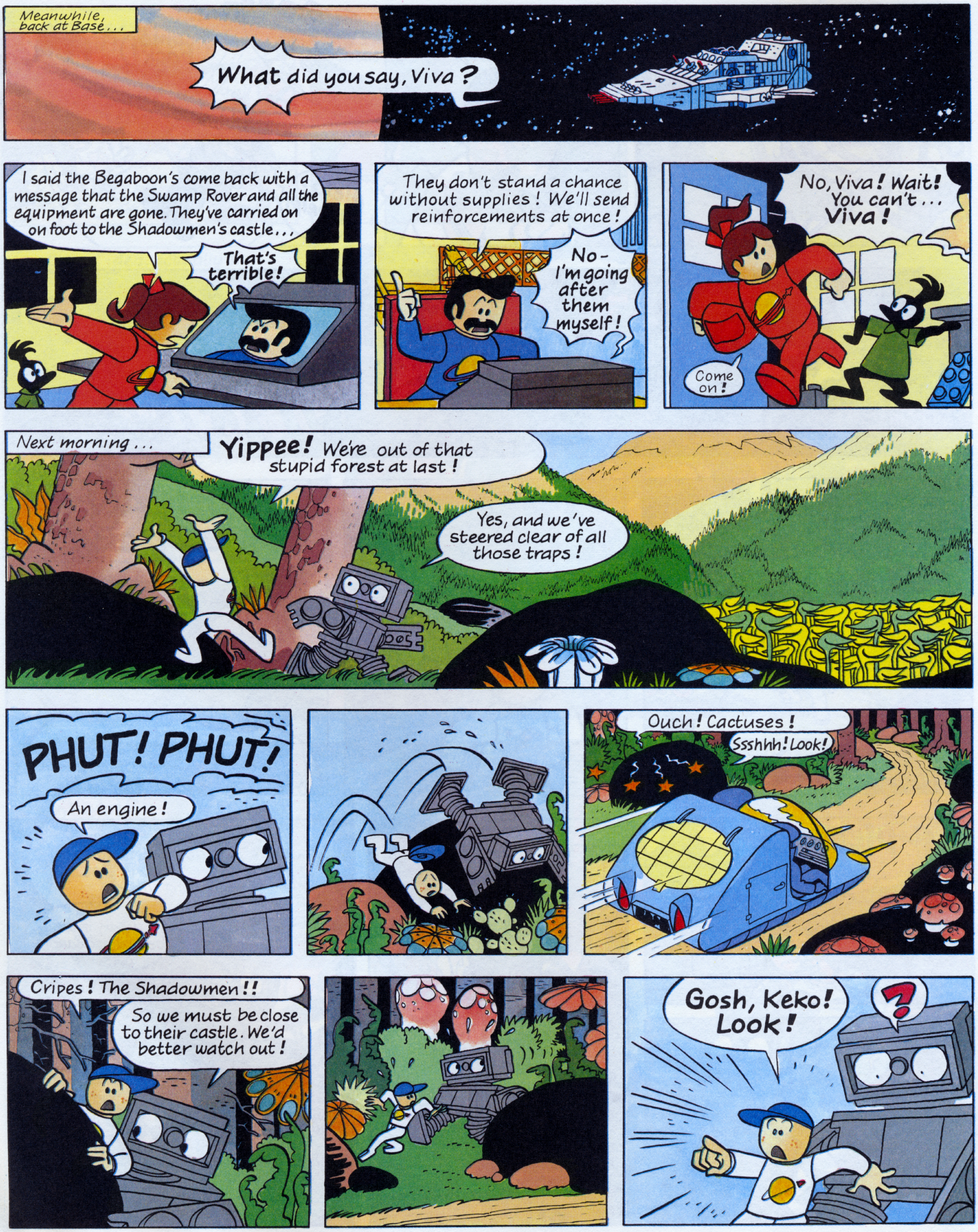

BAF!
AAAAAAA...
AAAAAA
OOOHHH!
!
HELP!!!
ER... sorry to disturb you...
Yuk!! Tinned food!
So much for our Swamp Rover!!
And the radio!
And our supplies!!

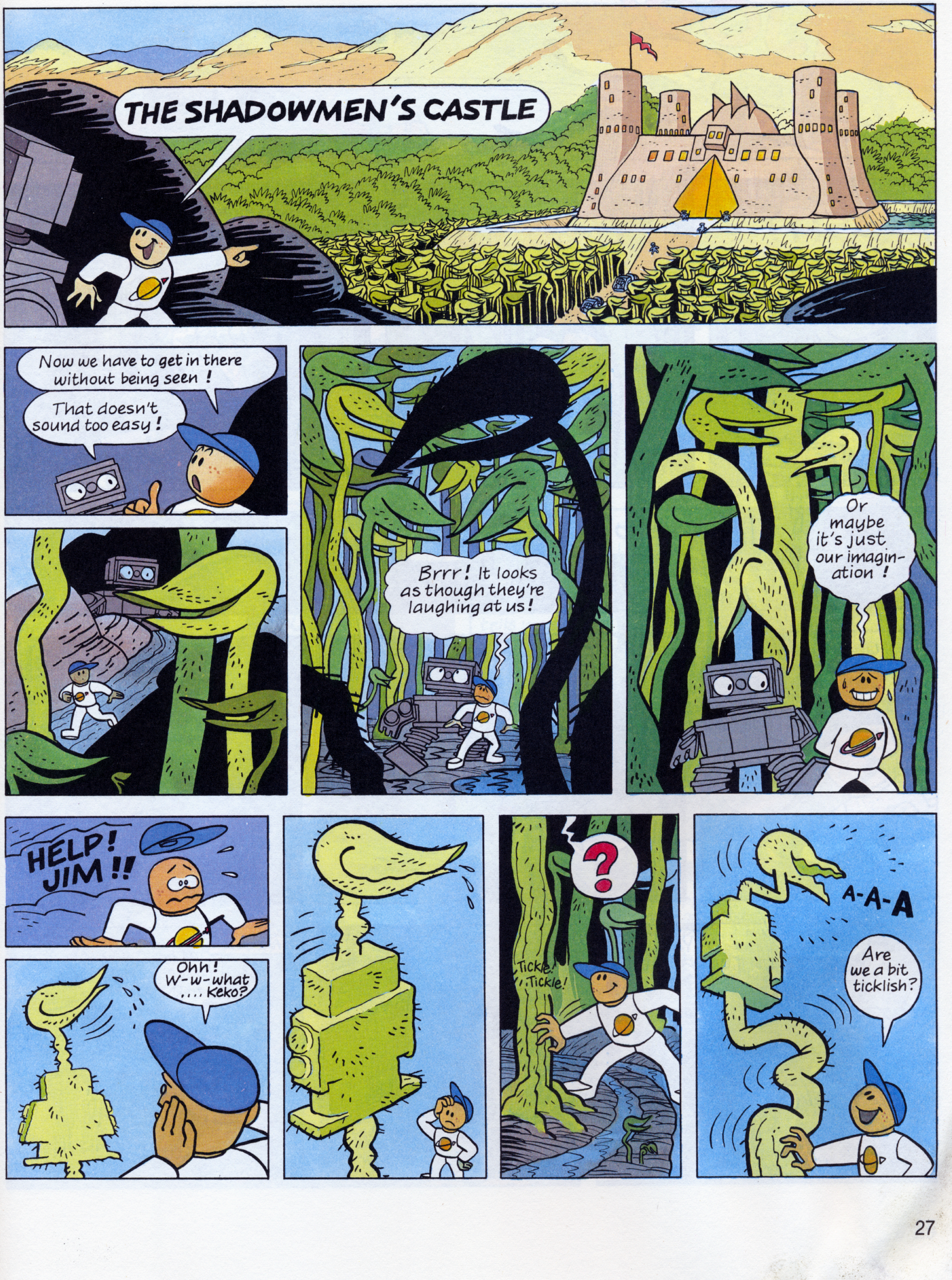

What do we do now? Without the radio we can't contact Viva!
Hmm..
What if one of us goes back to Base while the rest go on? ... We've got to save Mello...
But who should go?
Whoever CAN'T lift this stone!
No!
No!
Arm-wrestling?
Yes!
No!
The Begaboon suggests drawing lots!
Good idea...
So...
Bon voyage!
Don't forget the note for Viva!
Meanwhile back at Base...
Jim... Keko... Duncan, can you hear me? Please answer! Come in!... Over...
Darn! Their radio's dead!
Somewhere far away...
STOMP! STOMP! STOMP!
Ah! At last someone's coming!
And somewhere else...

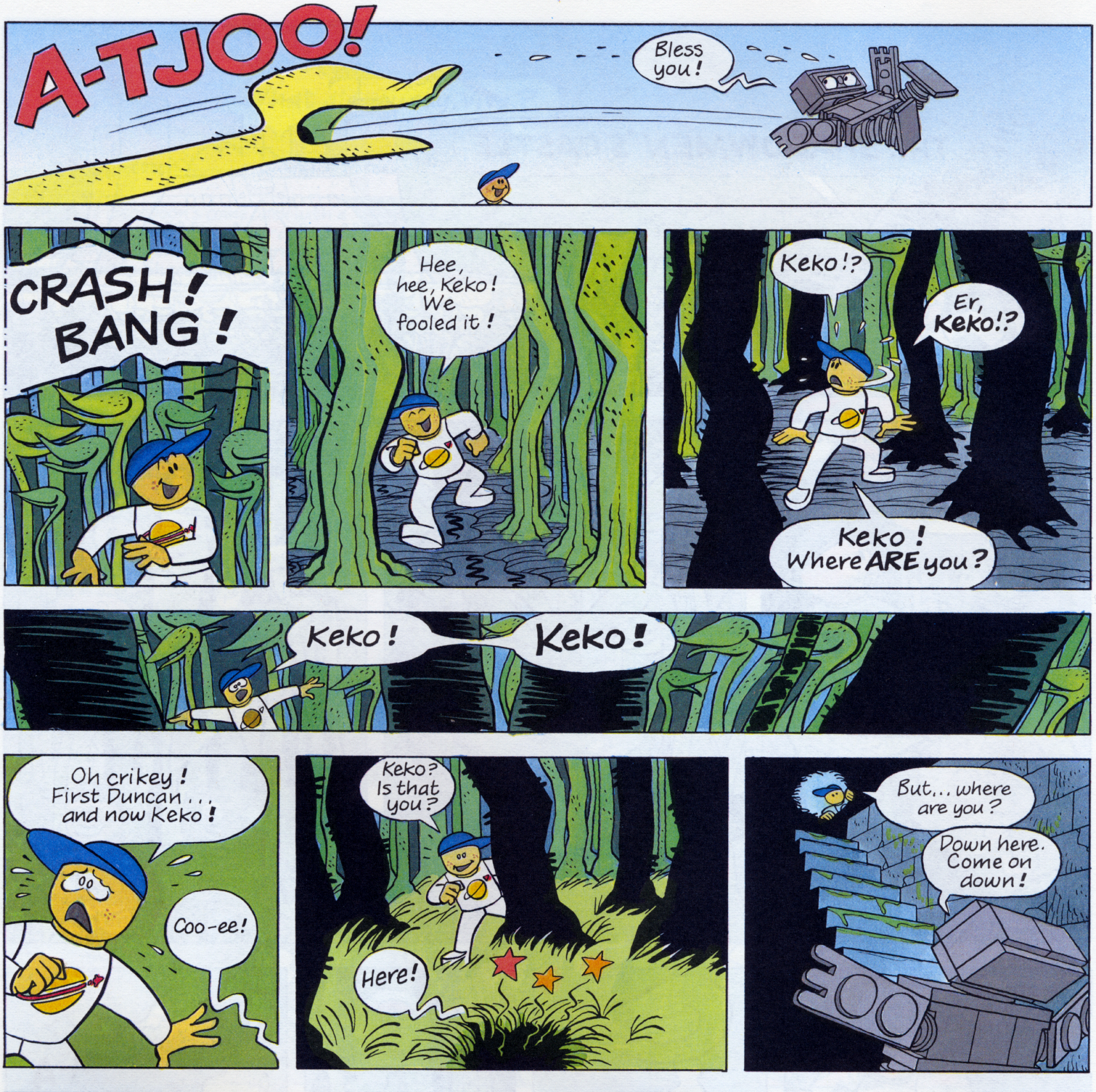

Just how long DO we have to trail around in this stupid forest ?
Oh, for a couple of days...
A couple of days...?
Jim, watch ou...
!
Aaar-gnh!
ZIP!
Wh-what was that !?
Just look at this, Keko ! A metal hook !
HEELP ! Get me down from here !
NOOOO!!! Not like that, you great dummy !
Ah! Mm I see...
!
I think we're being bugged !

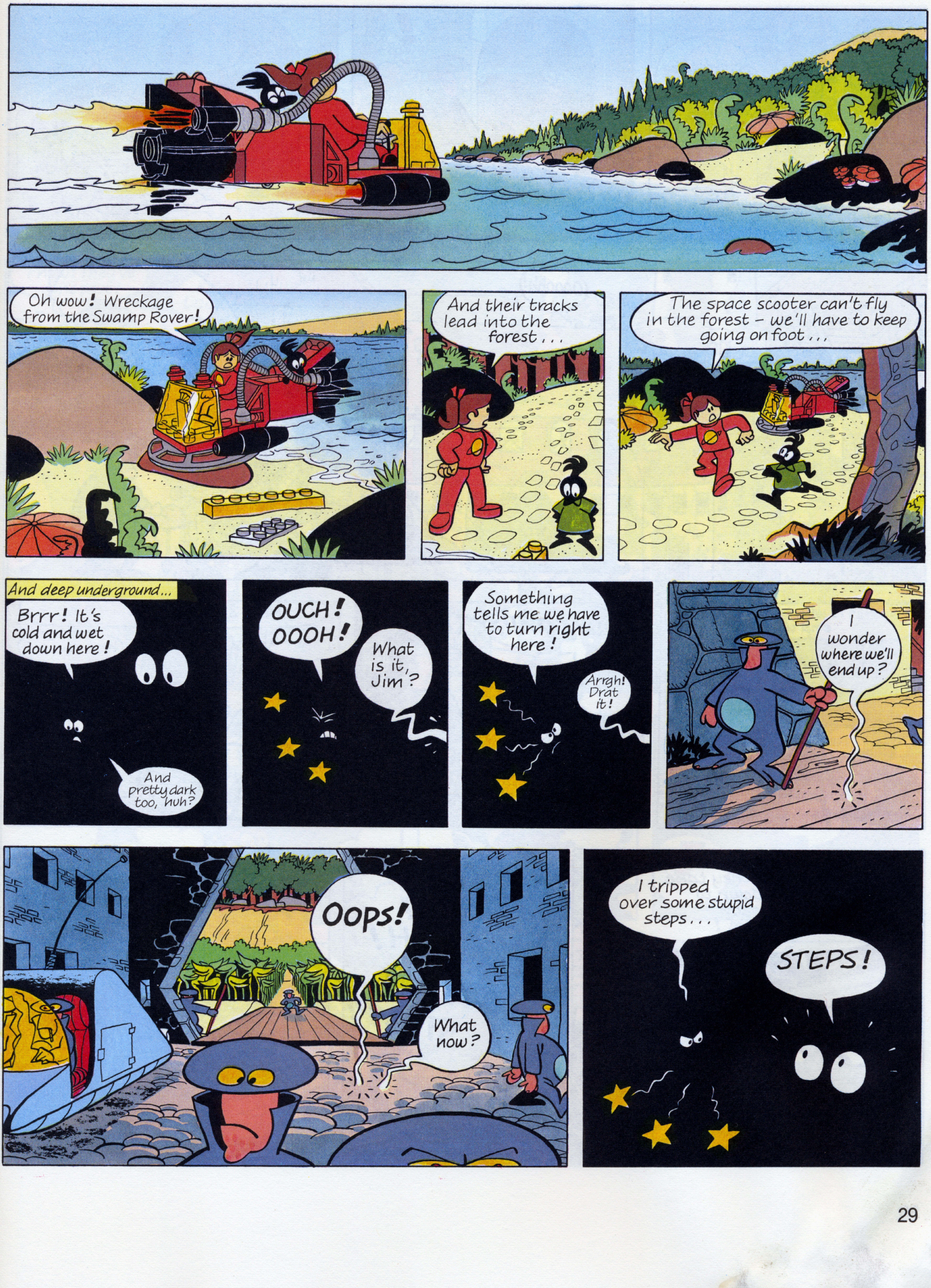

Nothing escapes Duncan's eagle eye! You OK, Jim?
Look at this!
A bit of liana... what's so special about THAT?
Not liana.. ... rope! It runs over to this ...
..radio transmitter..
Crikey! Hidden in that hollow tree!
Clever idea, actually!
I must do something like this when we get back to Spearhead.
Radio transmitter? But that means...
That we're being bugged and somebody knows we're here!! This is a TRAP!
... and I bet the whole forest is full of traps!!
You're probably right, Jim!
We've got to get out of here!
Meanwhile...
Phew! We should be OK in a minute!

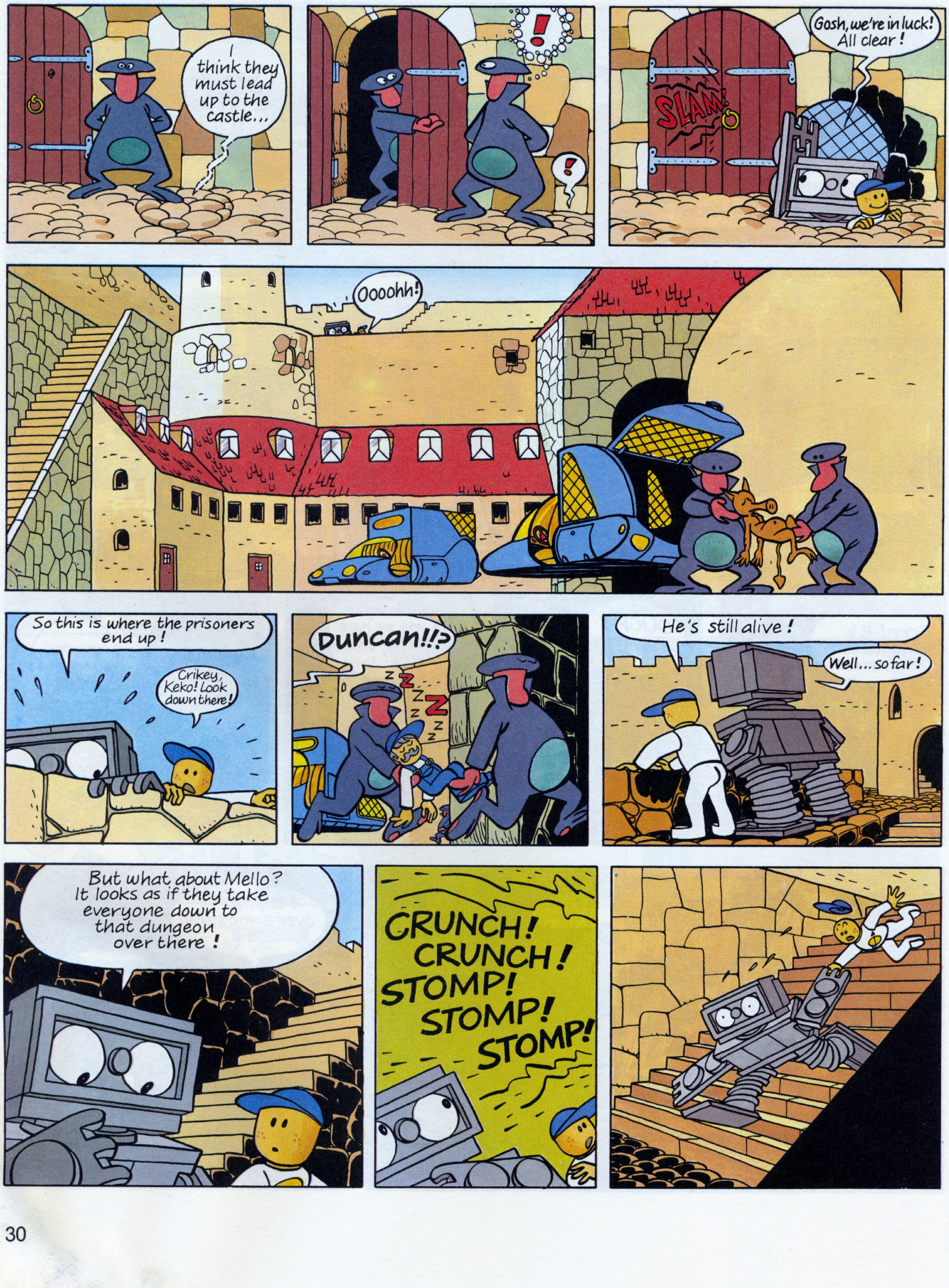

!?
Waaa ..!
CLANK !
Wow! Duncan!!
Bzzzzz......
Come back!
Help! Heeelp!
D-DUNCAN ! Come back !
P-please !
Oh no!
Soon afterwards...
Cheer up, Jim!
Duncan's bound to end up in the Shadowmen's castle - so all we have to do is set him free along with Mello!
You mean if we don't get caught ourselves!
Oh well - who can say? But eat up your food and you'll grow big and strong like me!

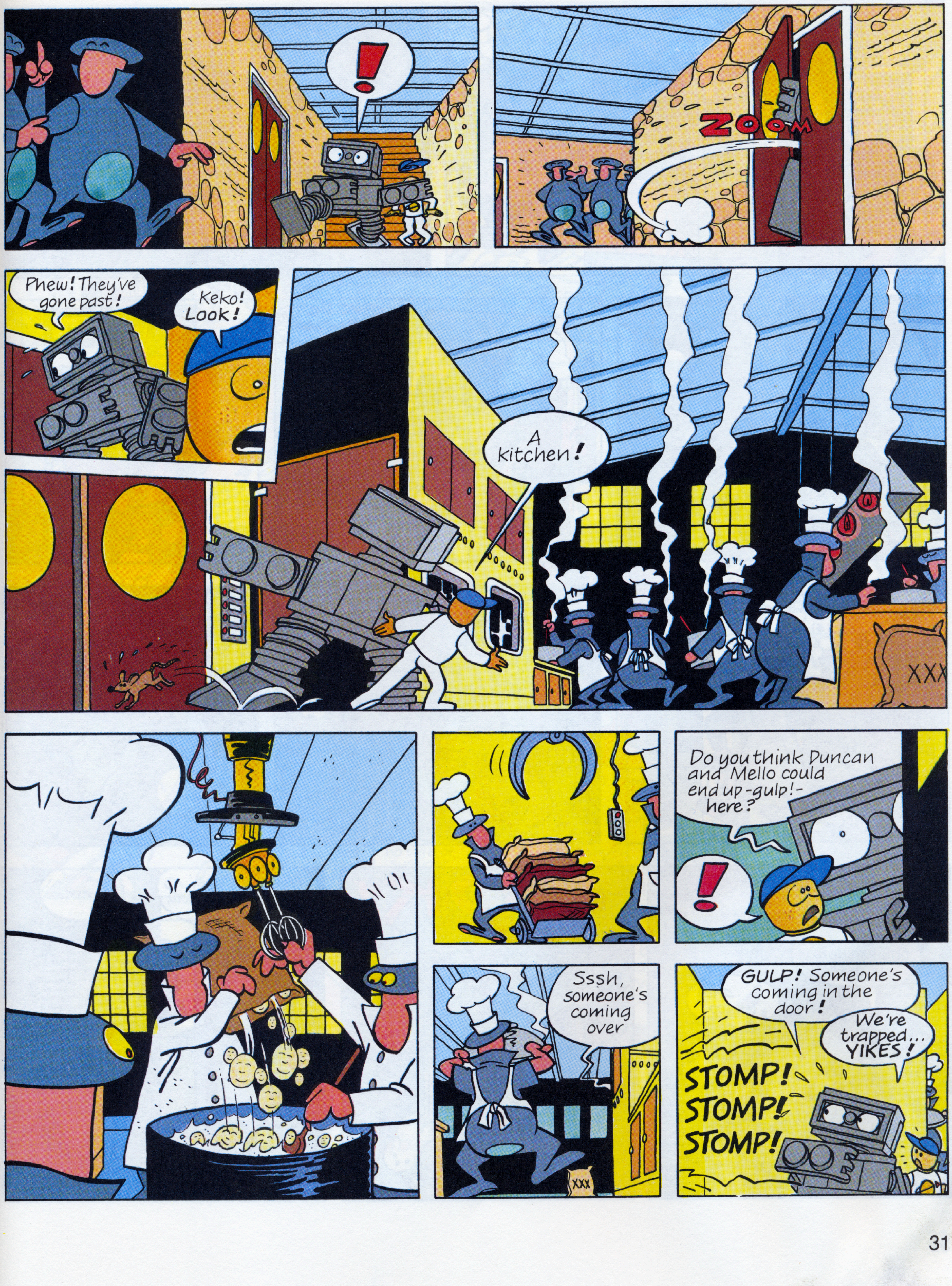

Meanwhile, back at Base...
What did you say, Viva?
I said the Begaboon's come back with a message that the Swamp Rover and all the equipment are gone. They've carried on on foot to the Shadowmen's castle...
That's terrible!
They don't stand a chance without supplies! We'll send reinforcements at once!
No- I'm going after them myself!
No, Viva! Wait! You can't... Viva!
Come on!
Next morning...
Yippee! We're out of that stupid forest at last!
Yes, and we've steered clear of all those traps!
PHUT! PHUT!
An engine!
Ouch! Cactuses!
Ssshhh! Look!
Cripes! The Shadowmen!!
So we must be close to their castle. We'd better watch out!
Gosh, Keko! Look!
?

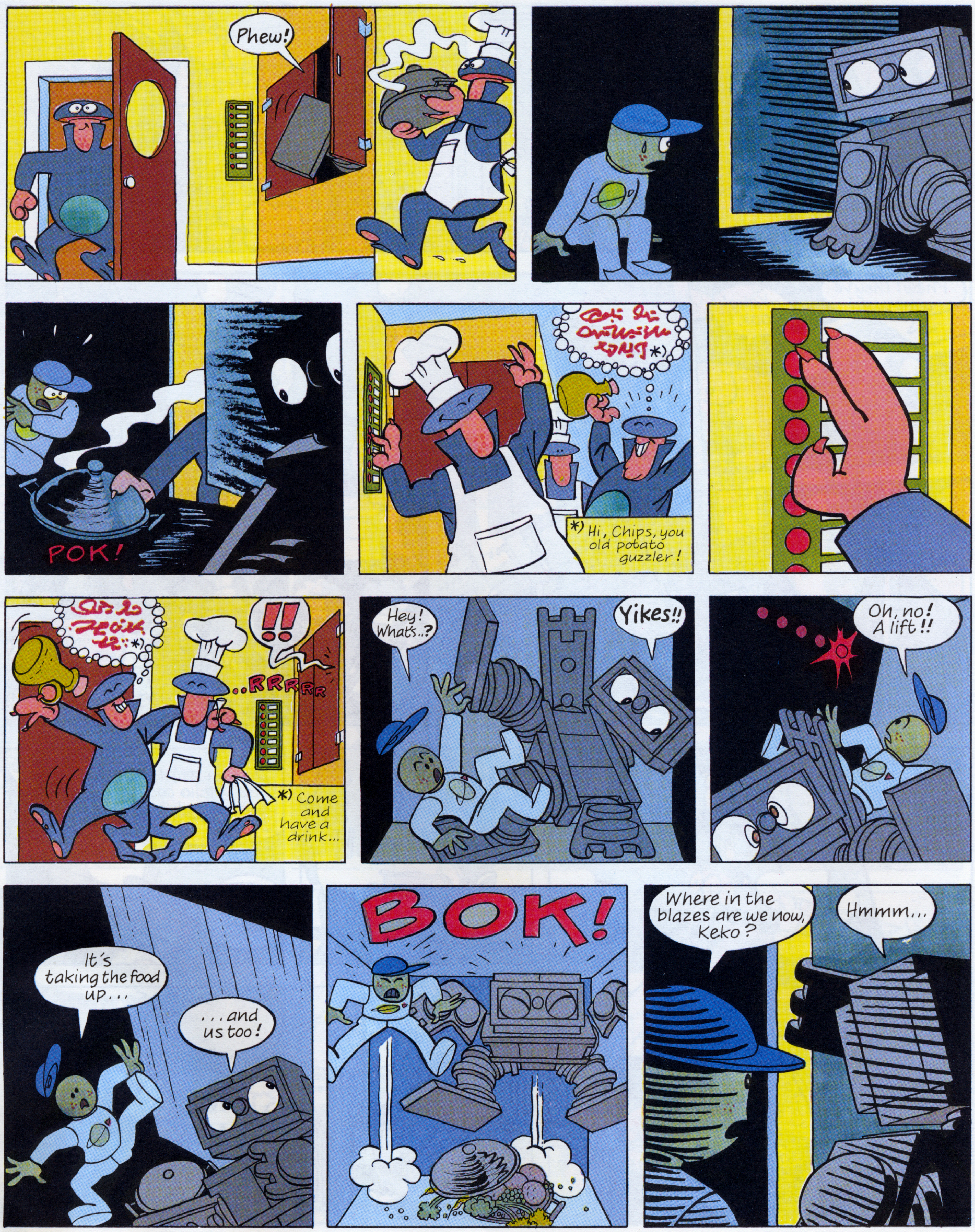

THE SHADOWMEN'S CASTLE
Now we have to get in there without being seen !
That doesn't sound too easy !
Brrr! It looks as though they're laughing at us!
Or maybe it's just our imagination !
HELP! JIM !!
Ohh! W-w-what .... Keko?
?
Tickle. Tickle!
A-A-A
Are we a bit ticklish?

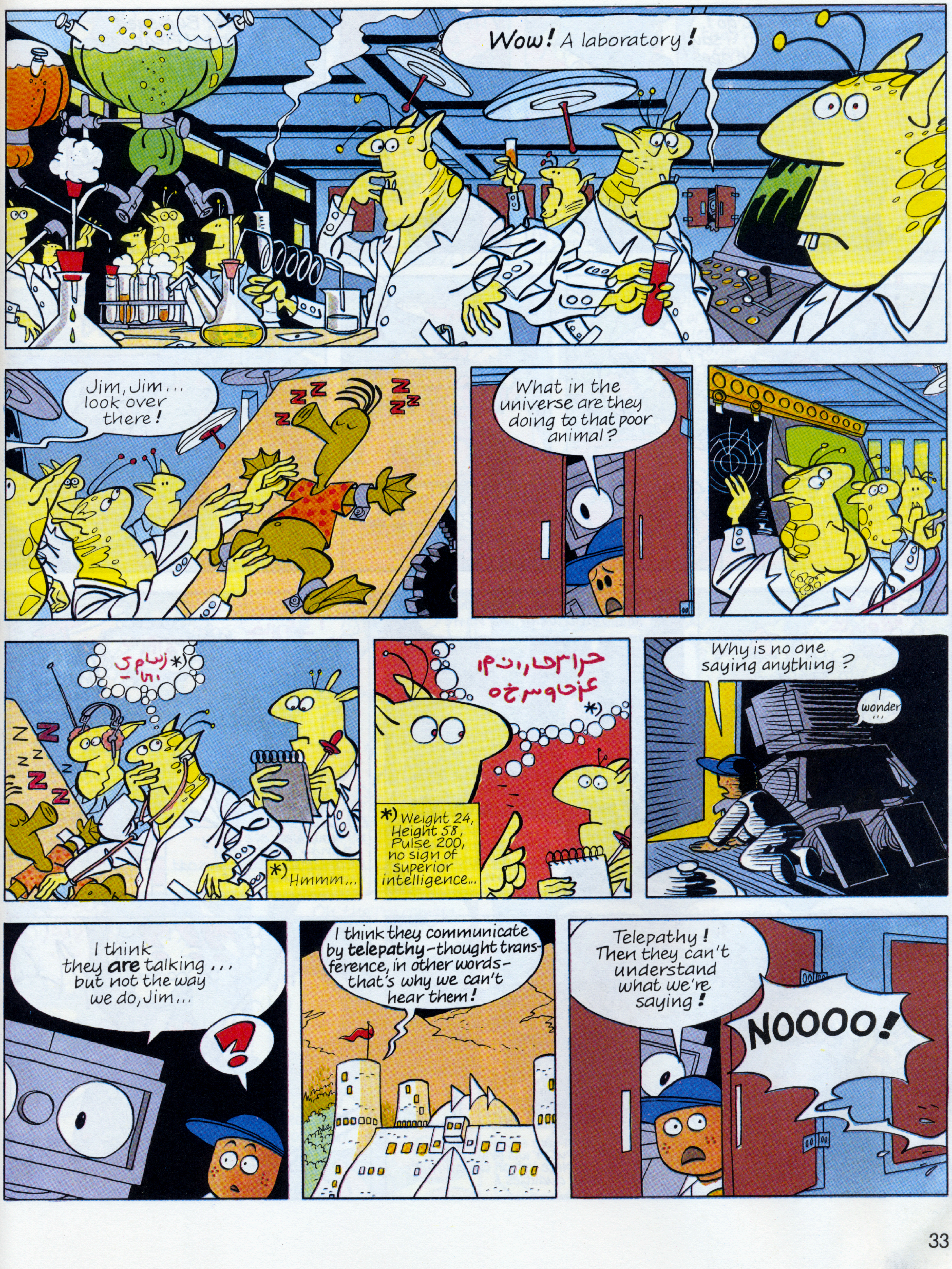

A-TJOO!
Bless you!
CRASH! BANG!
Hee, hee, Keko! We fooled it!
Keko!?
Er, Keko!?
Keko! Where ARE you?
Keko!
Keko!
Oh crikey! First Duncan... and now Keko!
Coo-ee!
Keko? Is that you?
Here!
But... where are you?
Down here. Come on down!
D-d-down these s-s-steps?
Yes.. ..but look what I've found!
An underground passage - leading to the castle!
Meanwhile, at full speed...
It's a shame we can't talk to each other, little friend!

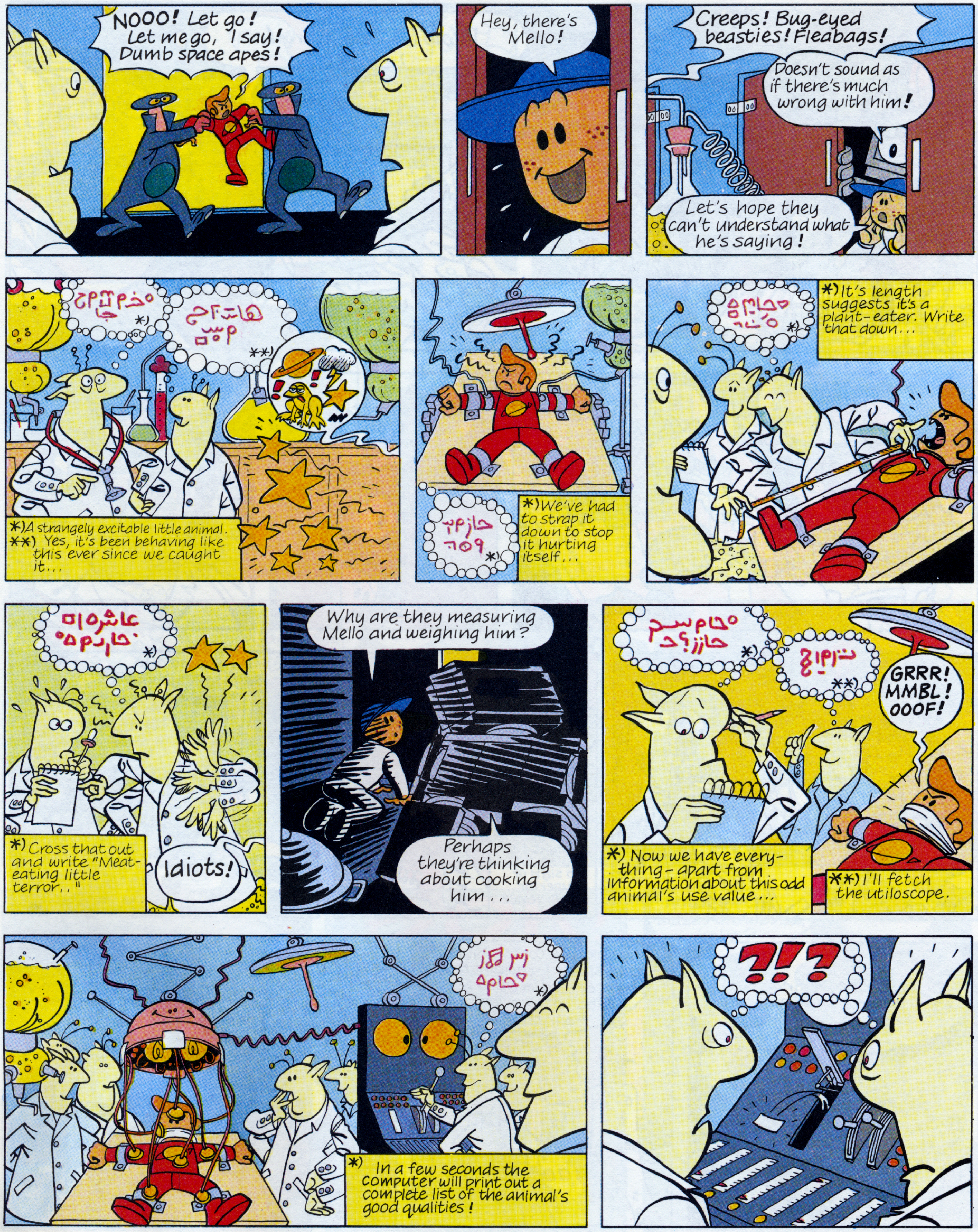

Oh wow! Wreckage from the Swamp Rover!
And their tracks lead into the forest . . .
The space scooter can't fly in the forest – we'll have to keep going on foot . . .
And deep underground...
Brrr! It's cold and wet down here!
And pretty dark too, huh?
OUCH! OOOH!
What is it, Jim?
Something tells me we have to turn right here!
Arrgh! Drat it!
I wonder where we'll end up?
Oops!
What now?
I tripped over some stupid steps . . .
STEPS!

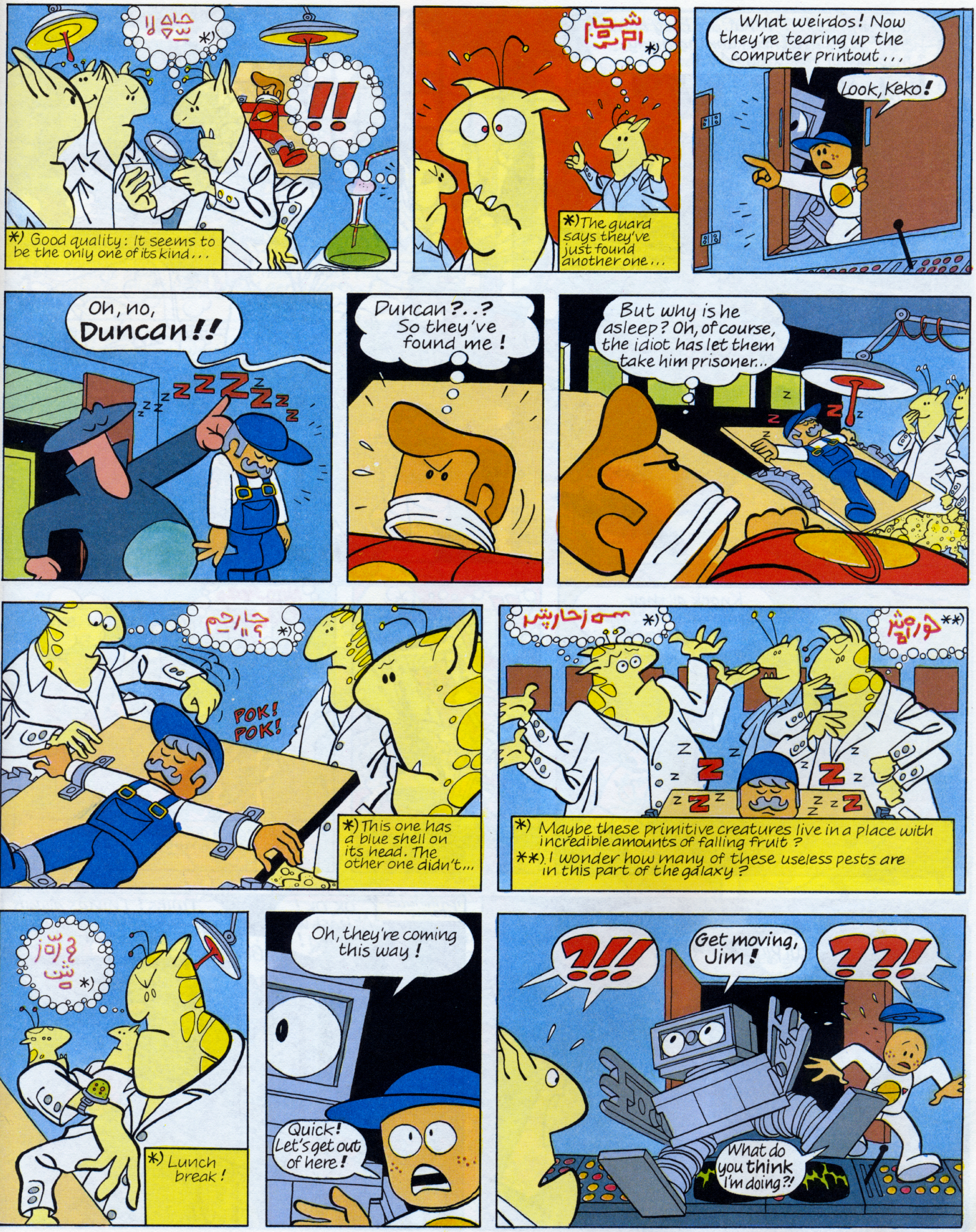

I think they must lead up to the castle...
!
!
SLAM!
Gosh, we're in luck! All clear!
Oooohh!
So this is where the prisoners end up!
Crikey, Keko! Look down there!
Duncan!!?
ZZZ
He's still alive!
Well... so far!
But what about Mello? It looks as if they take everyone down to that dungeon over there!
CRUNCH! CRUNCH! STOMP! STOMP! STOMP!

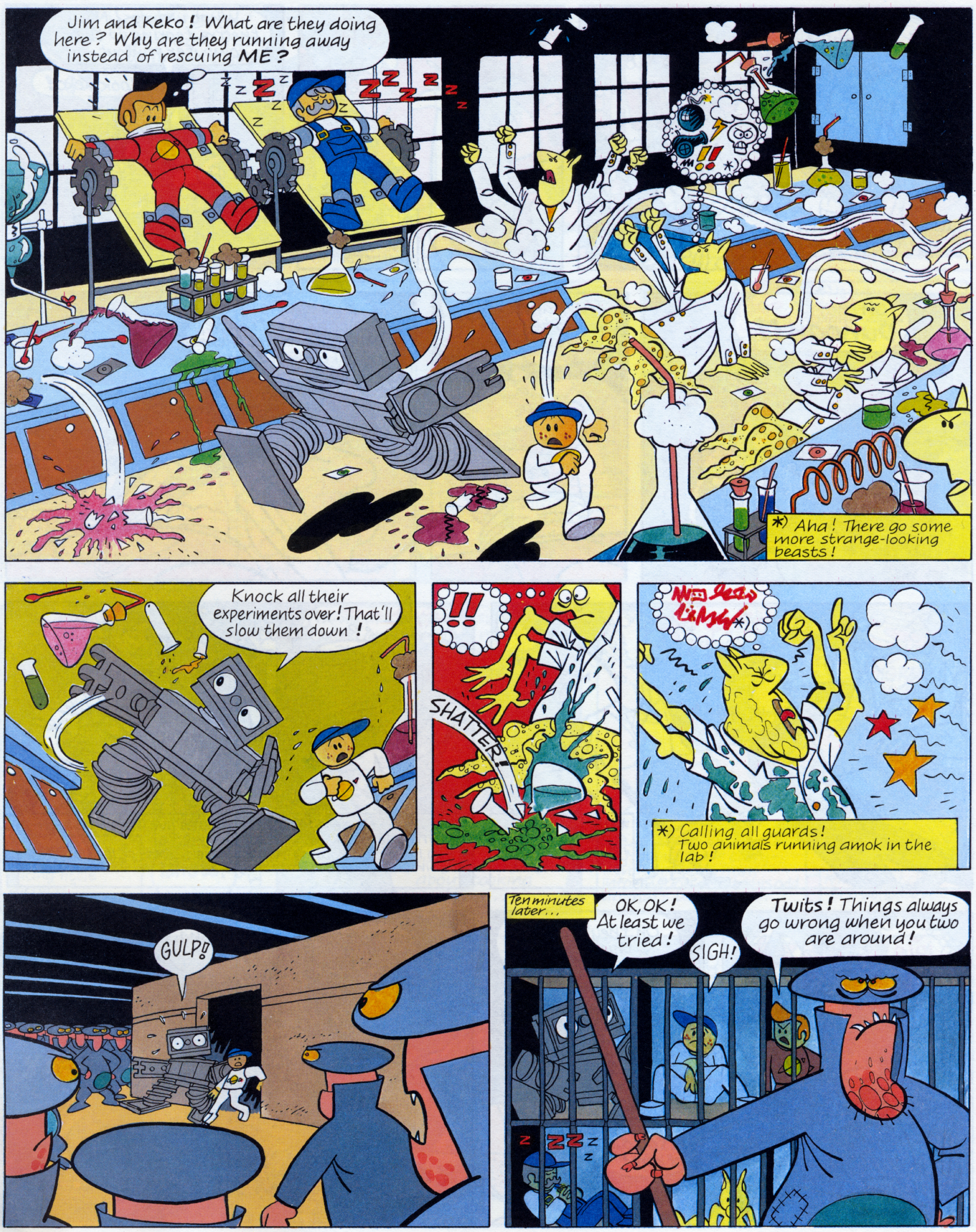

!
ZOOM
Phew! They've gone past!
Keko! Look!
A kitchen!
XXX
Do you think Duncan and Mello could end up -gulp!- here?
!
Sssh, someone's coming over
XXX
GULP! Someone's coming in the door!
We're trapped... YIKES!
STOMP! STOMP! STOMP!

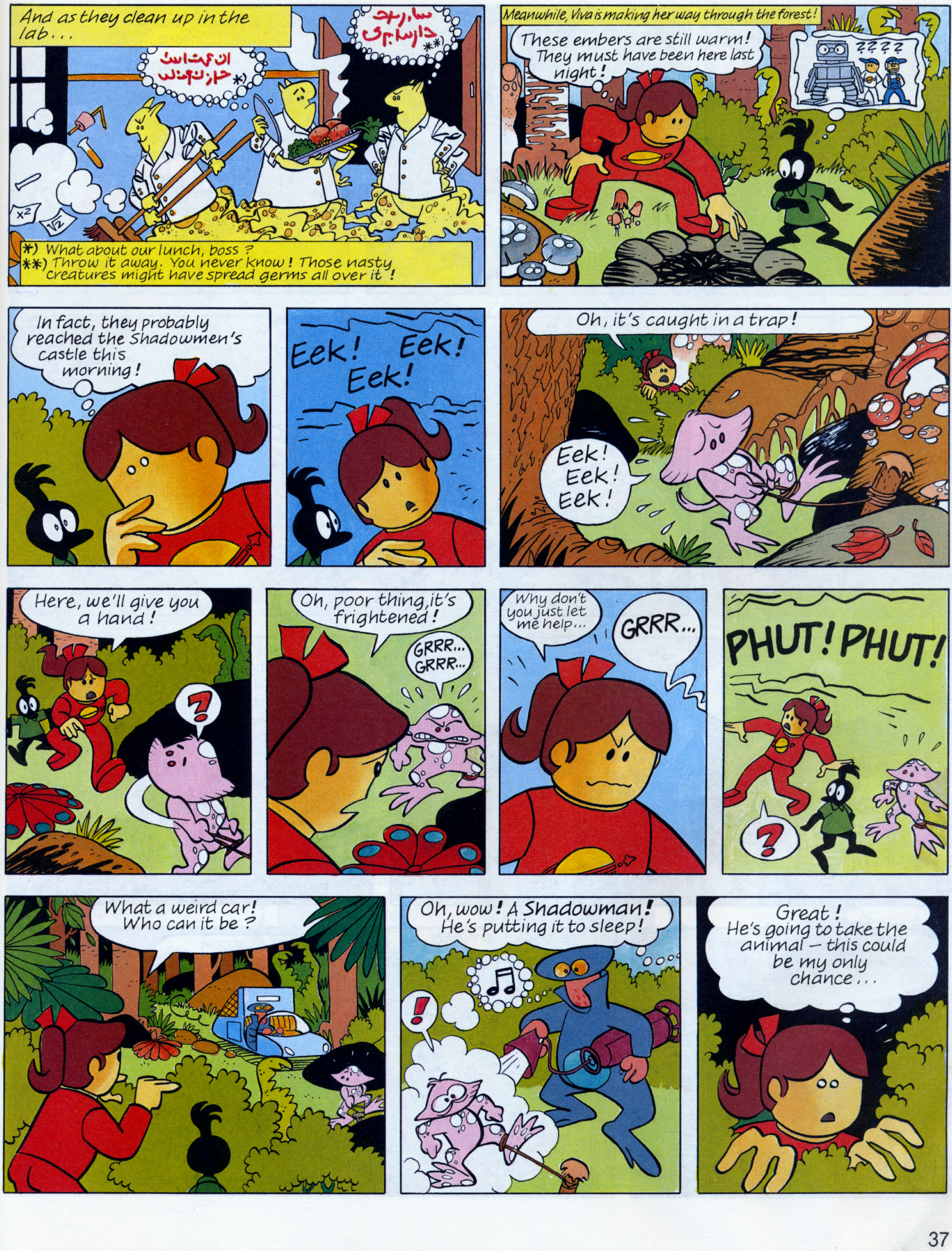

Phew!
POK!
*) Hi, Chips, you old potato guzzler!
!!
..RRRRRR
*) Come and have a drink...
Hey! What's..?
Yikes!!
Oh, no! A lift!!
It's taking the food up...
...and us too!
BOK!
Where in the blazes are we now, Keko?
Hmmm...

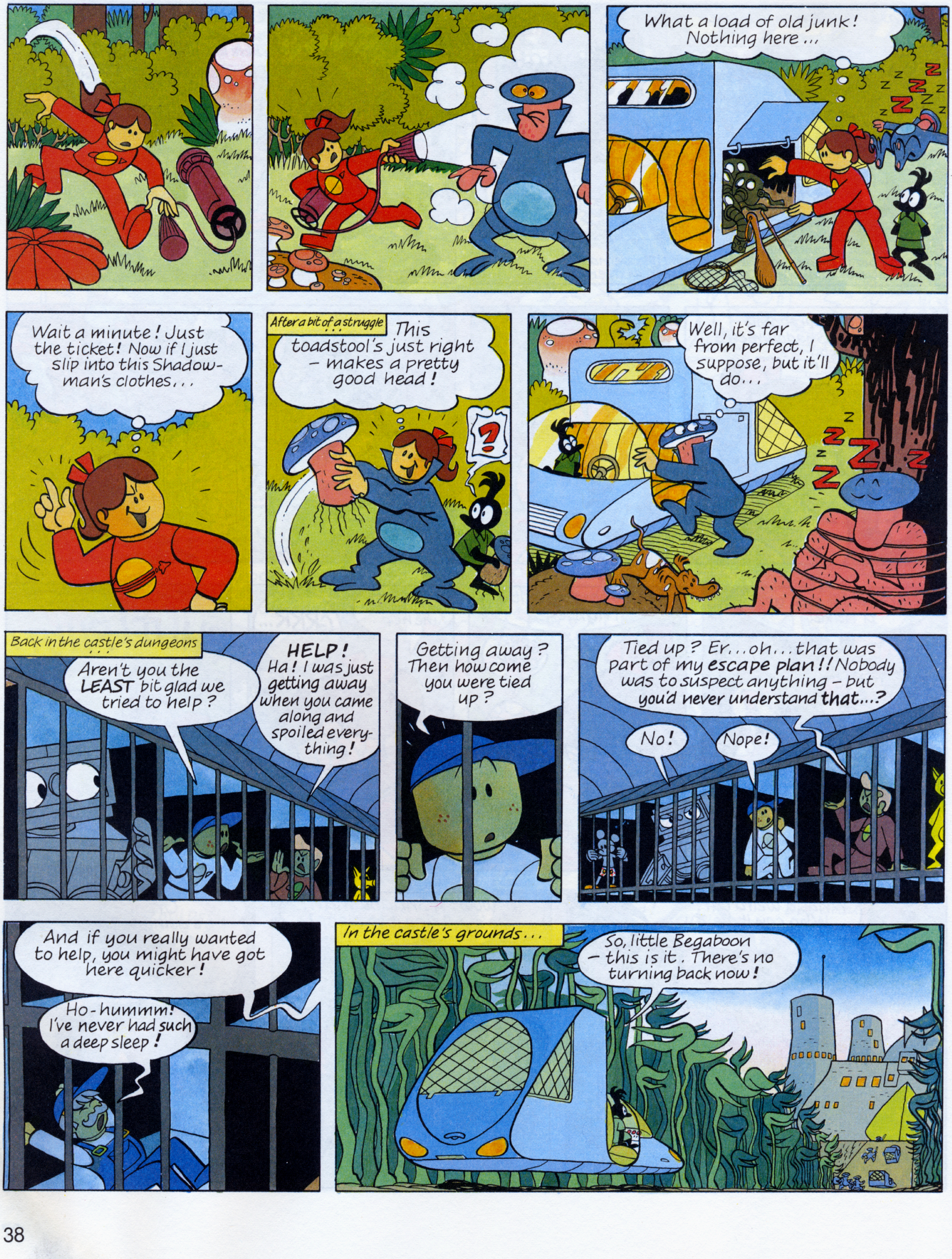

Wow! A laboratory!
Jim, Jim... look over there!
What in the universe are they doing to that poor animal?
*) Hmmm...
*) Weight 24, Height 58, Pulse 200, no sign of superior intelligence...
Why is no one saying anything?
I wonder...
I think they are talking... but not the way we do, Jim...
?
I think they communicate by telepathy–thought transference, in other words–that's why we can't hear them!
Telepathy! Then they can't understand what we're saying!
NOOOO!

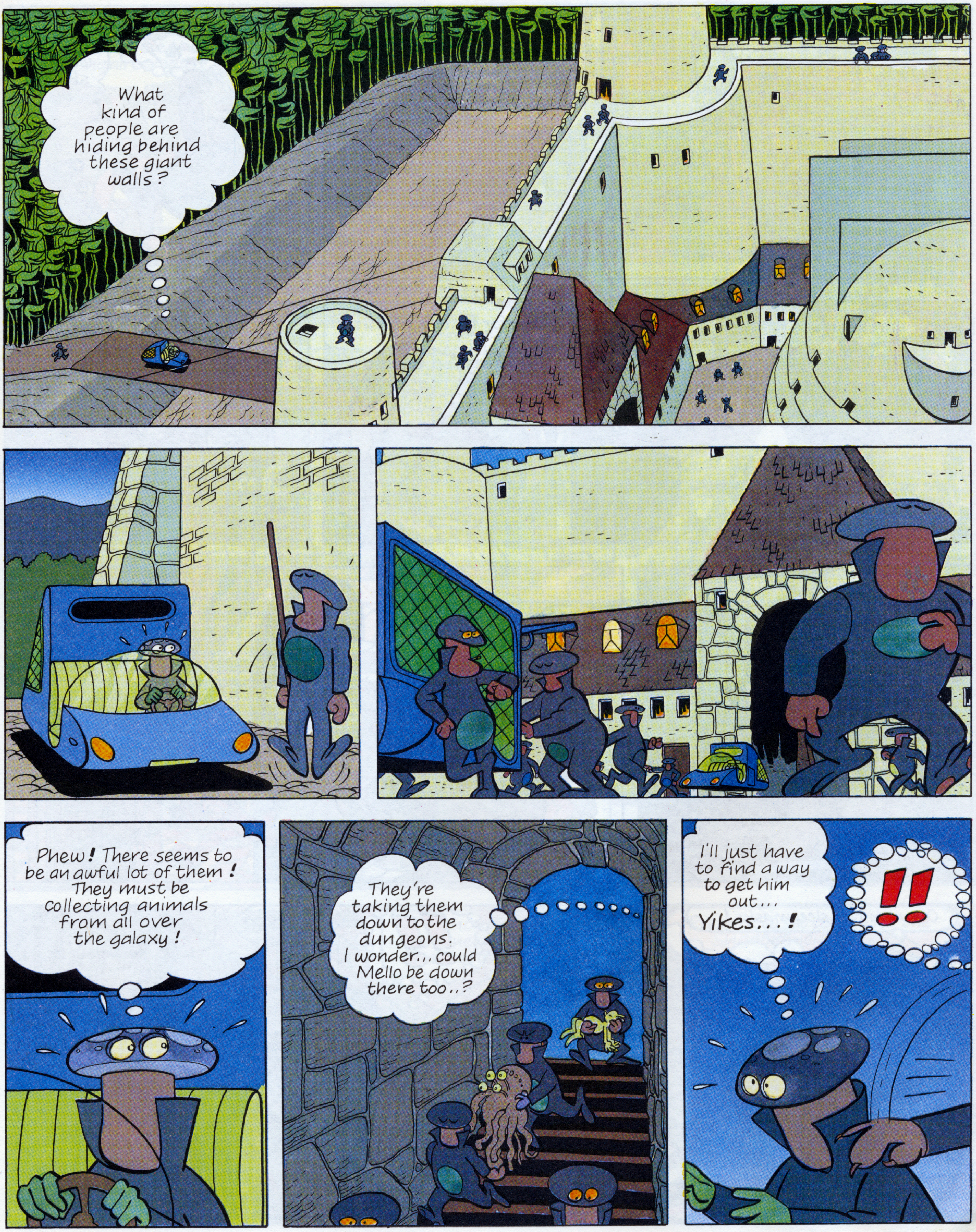

NOOO! Let go! Let me go, I say! Dumb space apes!
Hey, there's Mello!
Creeps! Bug-eyed beasties! Fleabags!
Doesn't sound as if there's much wrong with him!
Let's hope they can't understand what he's saying!
*) A strangely excitable little animal.
**) Yes, it's been behaving like this ever since we caught it...
*) We've had to strap it down to stop it hurting itself...
*) It's length suggests it's a plant-eater. Write that down...
*) Cross that out and write "Meat-eating little terror.."
Idiots!
Why are they measuring Mello and weighing him?
Perhaps they're thinking about cooking him...
GRRR! MMBL! OOOF!
*) Now we have every-thing - apart from information about this odd animal's use value...
**) I'll fetch the utiloscope.
*) In a few seconds the computer will print out a complete list of the animal's good qualities!
?!?

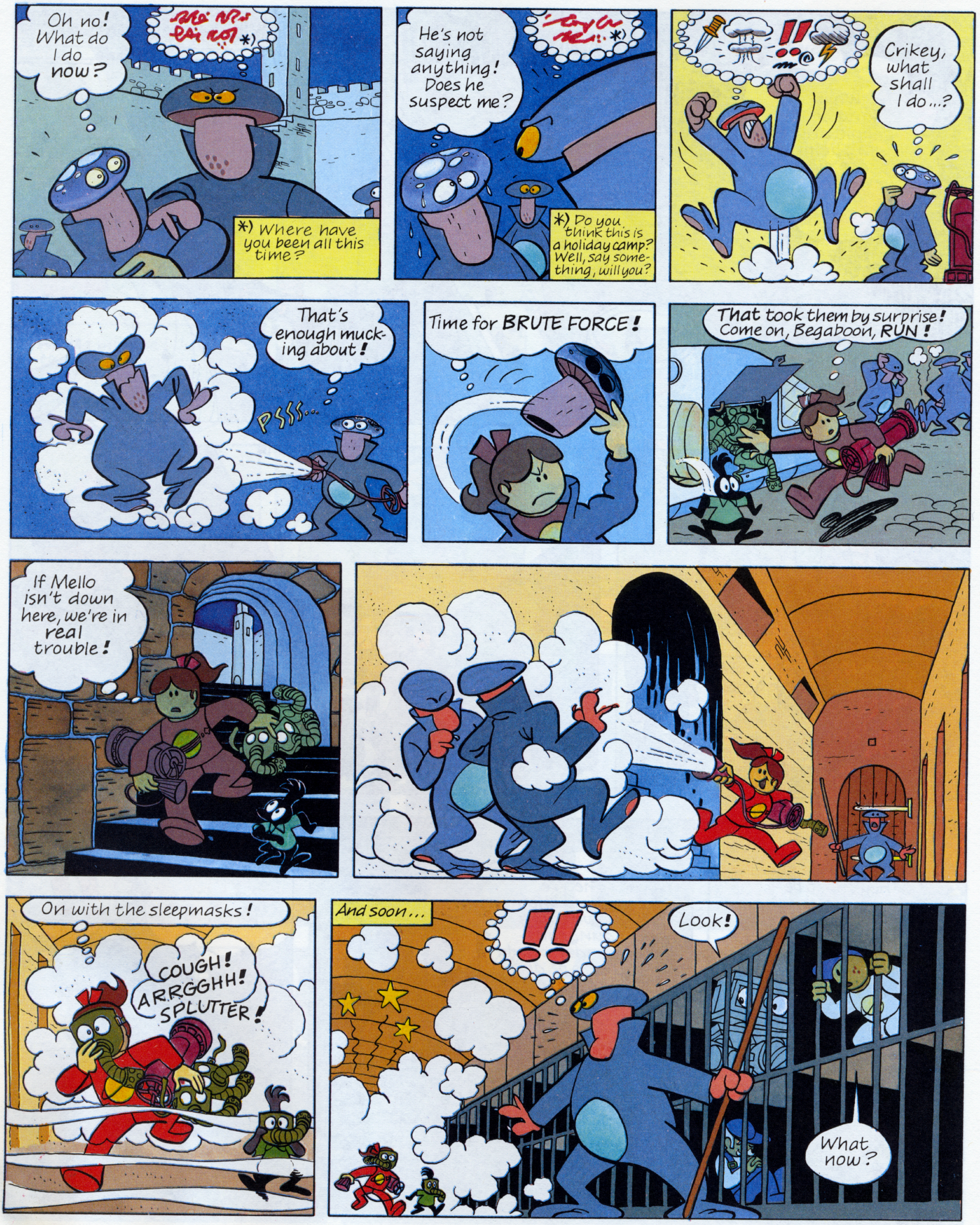

!!
*) Good quality: It seems to be the only one of its kind . . .
*) The guard says they've just found another one . . .
What weirdos! Now they're tearing up the computer printout . . .
Look, Keko!
Oh, no, Duncan!!
Duncan?..? So they've found me!
But why is he asleep? Oh, of course, the idiot has let them take him prisoner...
POK! POK!
*) This one has a blue shell on its head. The other one didn't...
*) Maybe these primitive creatures live in a place with incredible amounts of falling fruit?
**) I wonder how many of these useless pests are in this part of the galaxy?
*) Lunch break!
Oh, they're coming this way!
Quick! Let's get out of here!
?!!
Get moving, Jim!
??!
What do you think I'm doing?!

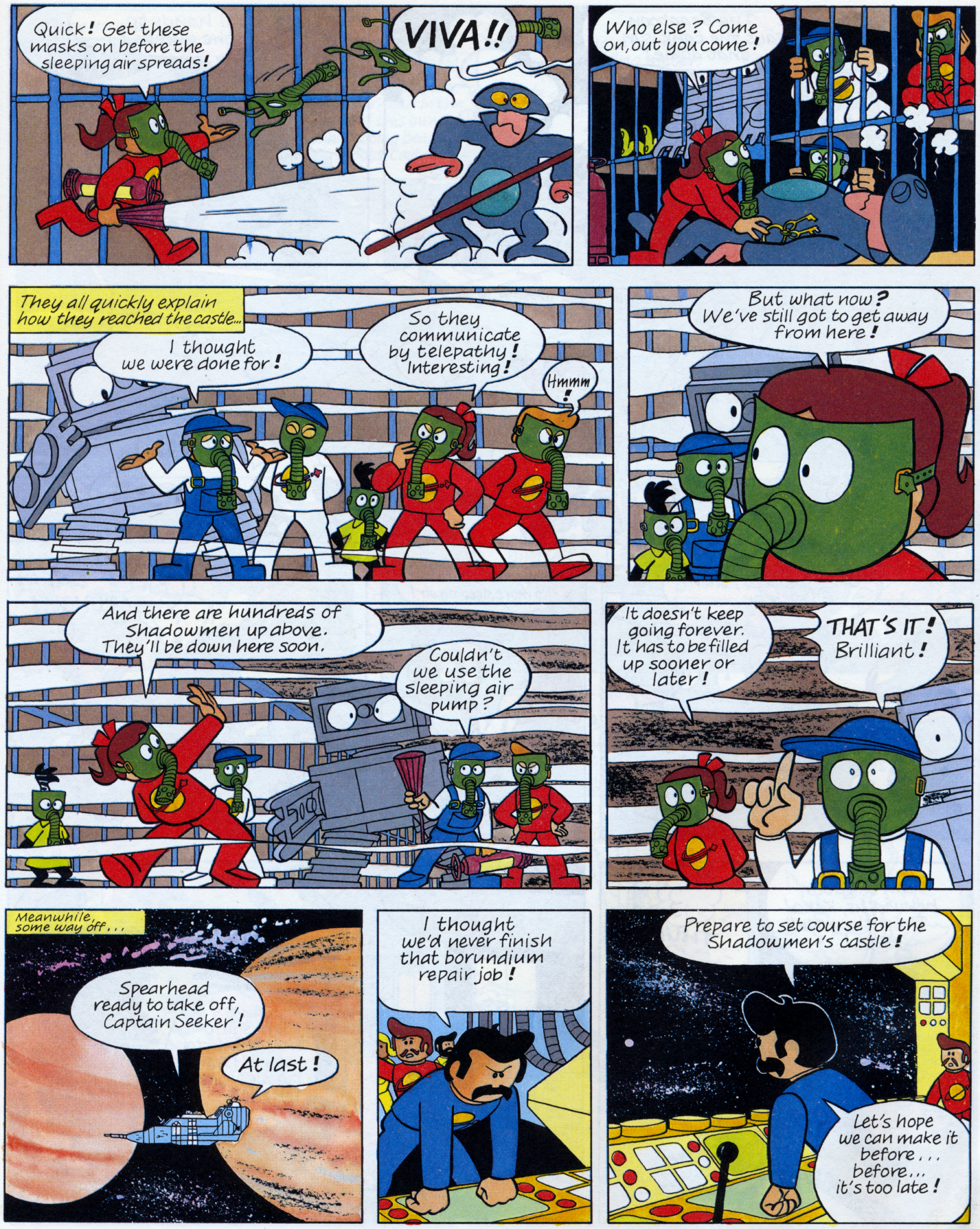

Jim and Keko ! What are they doing here ? Why are they running away instead of rescuing ME ?
ZZZ
ZZZZZ
*) Aha ! There go some more strange-looking beasts !
Knock all their experiments over ! That'll slow them down !
!!
SHATTER !
*) Calling all guards ! Two animals running amok in the lab !
GULP!
Ten minutes later...
OK, OK ! At least we tried !
SIGH!
Twits ! Things always go wrong when you two are around !
ZZZ

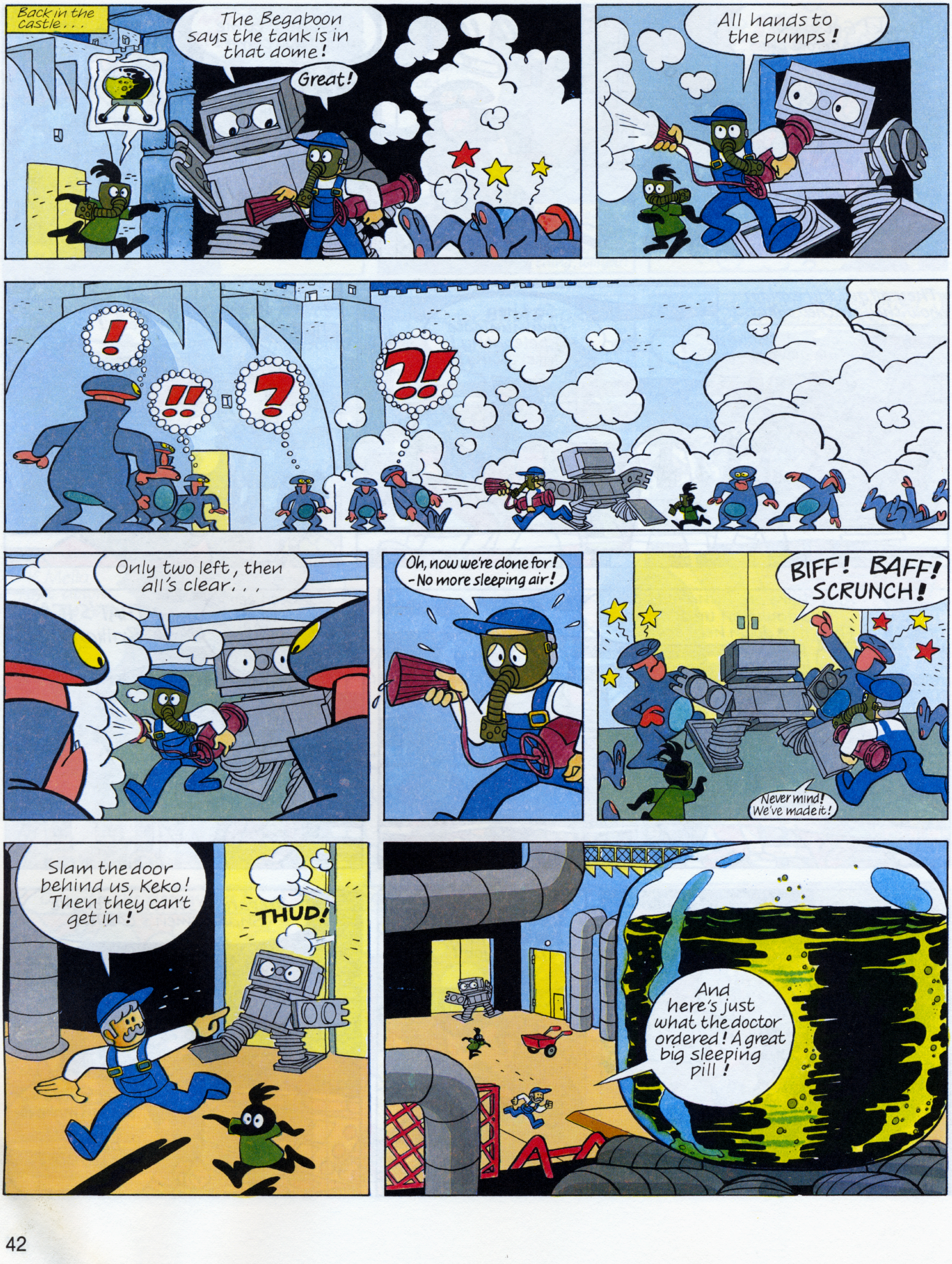

And as they clean up in the lab...
*) What about our lunch, boss ?
**) Throw it away. You never know! Those nasty creatures might have spread germs all over it !
Meanwhile, Viva is making her way through the forest!
These embers are still warm! They must have been here last night!
????
In fact, they probably reached the Shadowmen's castle this morning!
Eek! Eek! Eek!
Oh, it's caught in a trap!
Eek! Eek! Eek!
Here, we'll give you a hand!
?
Oh, poor thing, it's frightened!
GRRR... GRRR...
Why don't you just let me help...
GRRR...
PHUT! PHUT!
?
What a weird car! Who can it be ?
Oh, wow! A Shadowman! He's putting it to sleep!
!
Great! He's going to take the animal – this could be my only chance...

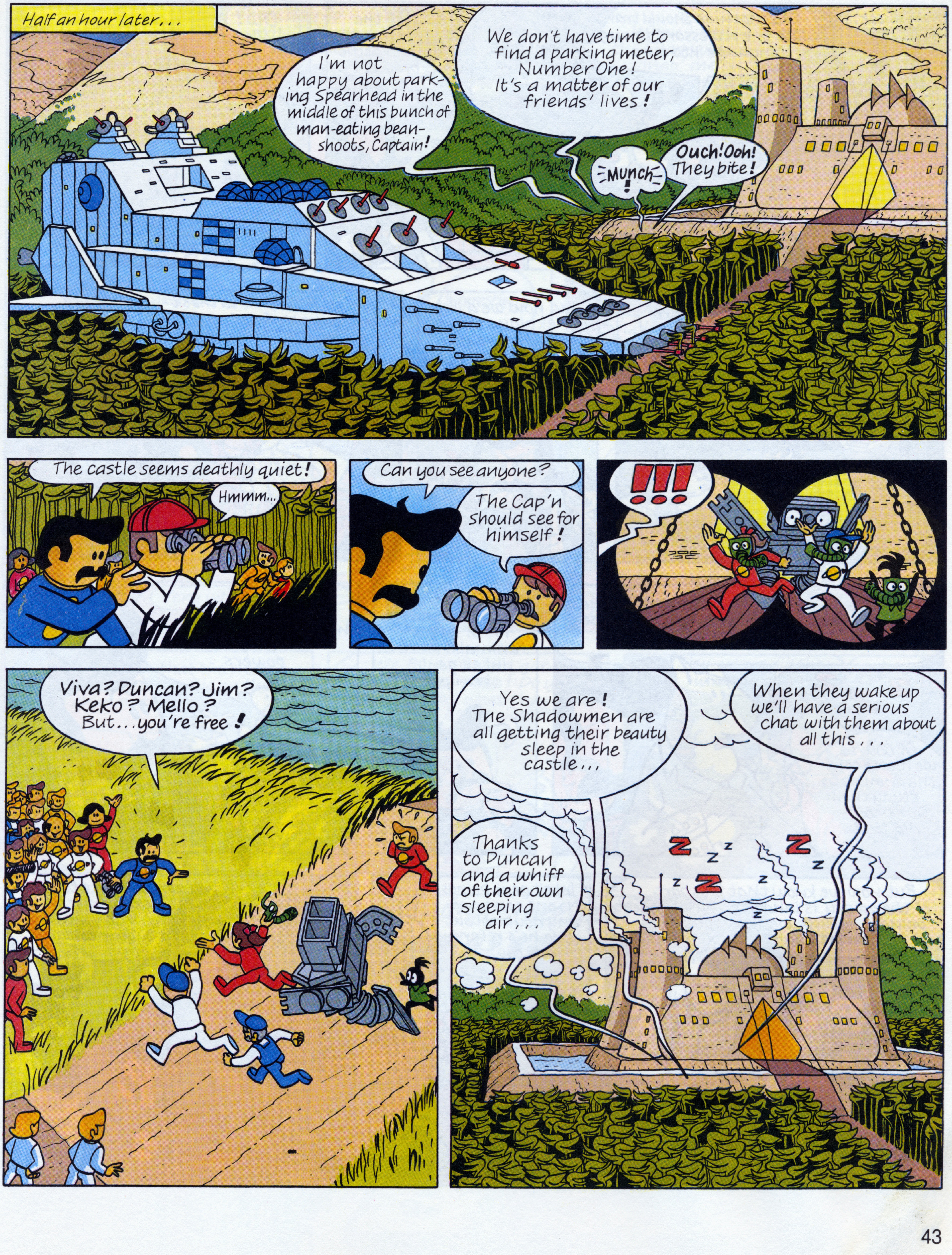

What a load of old junk! Nothing here...
Wait a minute! Just the ticket! Now if I just slip into this Shadow-man's clothes...
After a bit of a struggle...
This toadstool's just right – makes a pretty good head!
?
Well, it's far from perfect, I suppose, but it'll do...
Back in the castle's dungeons...
Aren't you the LEAST bit glad we tried to help?
HELP! Ha! I was just getting away when you came along and spoiled everything!
Getting away? Then how come you were tied up?
Tied up? Er...oh...that was part of my escape plan!! Nobody was to suspect anything – but you'd never understand that...?
No!
Nope!
And if you really wanted to help, you might have got here quicker!
Ho-hummm! I've never had such a deep sleep!
In the castle's grounds...
So, little Begaboon – this is it. There's no turning back now!

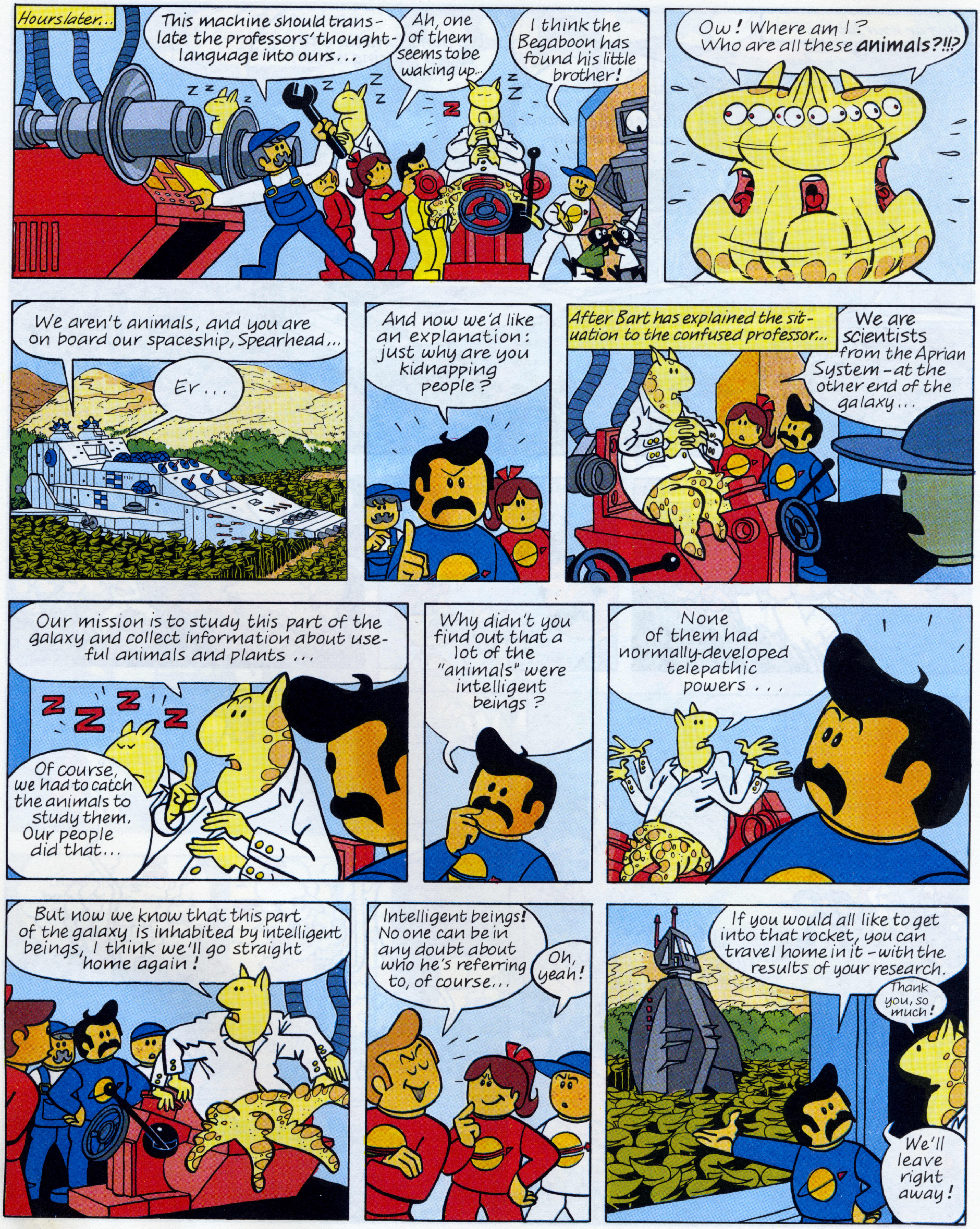

What kind of people are hiding behind these giant walls?
Phew! There seems to be an awful lot of them! They must be collecting animals from all over the galaxy!
They're taking them down to the dungeons. I wonder... could Mello be down there too..?
I'll just have to find a way to get him out... Yikes...!
!!

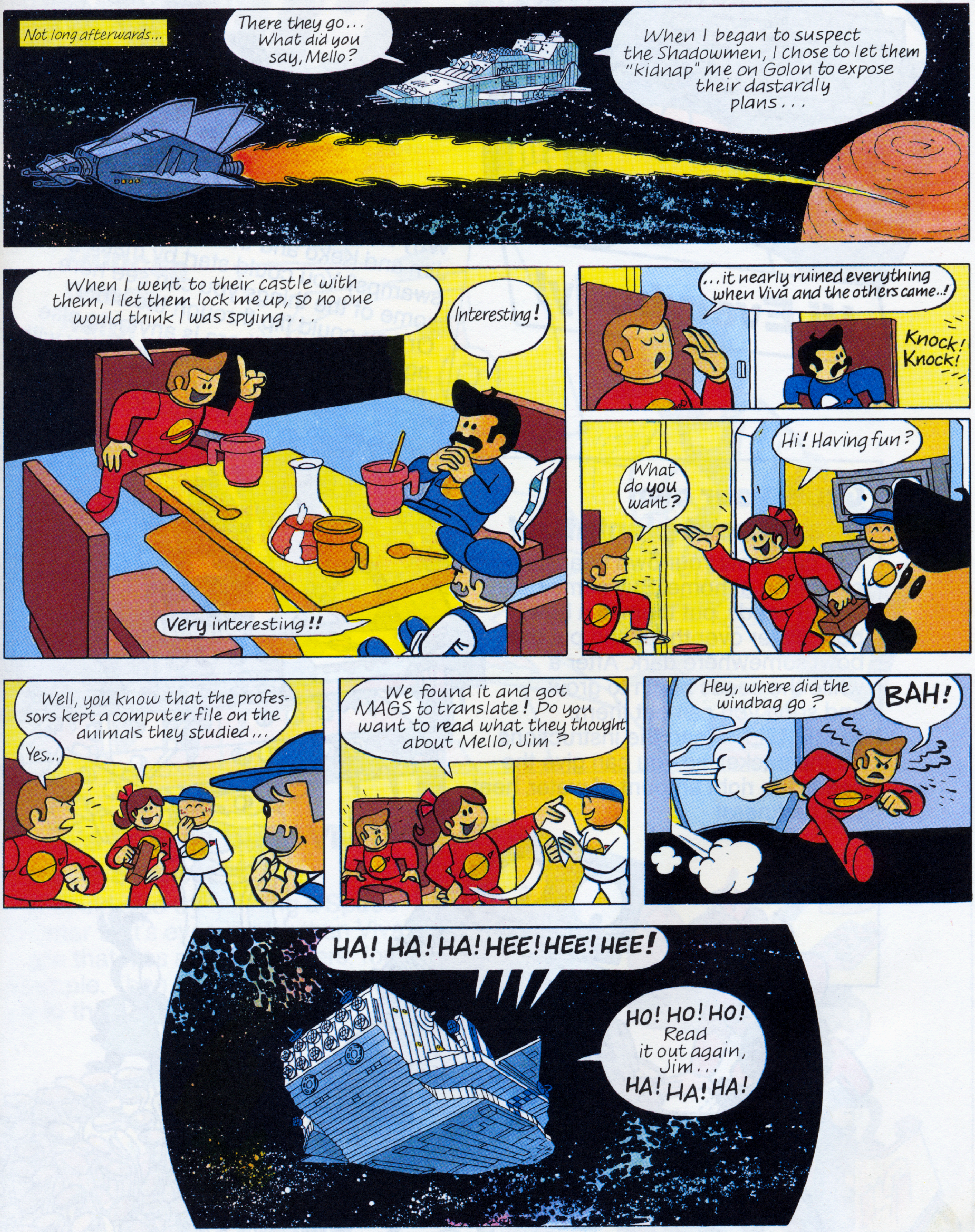

Oh no! What do I do now?
*) Where have you been all this time?
He's not saying anything! Does he suspect me?
*) Do you think this is a holiday camp? Well, say something, will you?
Crikey, what shall I do...?
That's enough mucking about!
PSSS...
Time for BRUTE FORCE!
That took them by surprise! Come on, Begaboon, RUN!
If Mello isn't down here, we're in real trouble!
On with the sleepmasks!
COUGH! ARRGGHH! SPLUTTER!
And soon...
!!
Look!
What now?


Quick! Get these masks on before the sleeping air spreads!
VIVA!!
Who else? Come on, out you come!
They all quickly explain how they reached the castle...
I thought we were done for!
So they communicate by telepathy! Interesting!
Hmmm!
But what now? We've still got to get away from here!
And there are hundreds of Shadowmen up above. They'll be down here soon.
Couldn't we use the sleeping air pump?
It doesn't keep going forever. It has to be filled up sooner or later!
THAT'S IT! Brilliant!
Meanwhile, some way off...
Spearhead ready to take off, Captain Seeker!
At last!
I thought we'd never finish that borundium repair job!
Prepare to set course for the Shadowmen's castle!
Let's hope we can make it before... before... it's too late!


Back in the castle . . .
The Begaboon says the tank is in that dome!
Great!
All hands to the pumps!
!
!!
?
?!
Only two left, then all's clear. . .
Oh, now we're done for! - No more sleeping air!
BIFF! BAFF! SCRUNCH!
Never mind! We've made it!
Slam the door behind us, Keko! Then they can't get in!
THUD!
And here's just what the doctor ordered! A great big sleeping pill!


Half an hour later...
I'm not happy about parking Spearhead in the middle of this bunch of man-eating bean-shoots, Captain!
We don't have time to find a parking meter, Number One! It's a matter of our friends' lives!
Munch!
Ouch! Ooh! They bite!
The castle seems deathly quiet!
Hmmm...
Can you see anyone?
The Cap'n should see for himself!
!!!
Viva? Duncan? Jim? Keko? Mello? But... you're free!
Yes we are! The Shadowmen are all getting their beauty sleep in the castle...
Thanks to Duncan and a whiff of their own sleeping air...
When they wake up we'll have a serious chat with them about all this...
Z Z Z Z Z Z Z Z Z


Hours later...
This machine should translate the professors' thought-language into ours...
Ah, one of them seems to be waking up...
I think the Begaboon has found his little brother!
Ow! Where am I? Who are all these **animals?!!?**
We aren't animals, and you are on board our spaceship, Spearhead...
Er...
And now we'd like an explanation: just why are you kidnapping people?
After Bart has explained the situation to the confused professor...
We are scientists from the Aprian System – at the other end of the galaxy...
Our mission is to study this part of the galaxy and collect information about useful animals and plants...
Of course, we had to catch the animals to study them. Our people did that...
Why didn't you find out that a lot of the "animals" were intelligent beings?
None of them had normally-developed telepathic powers...
But now we know that this part of the galaxy is inhabited by intelligent beings, I think we'll go straight home again!
Intelligent beings! No one can be in any doubt about who he's referring to, of course...
Oh, yeah!
If you would all like to get into that rocket, you can travel home in it – with the results of your research.
Thank you, so much!
We'll leave right away!

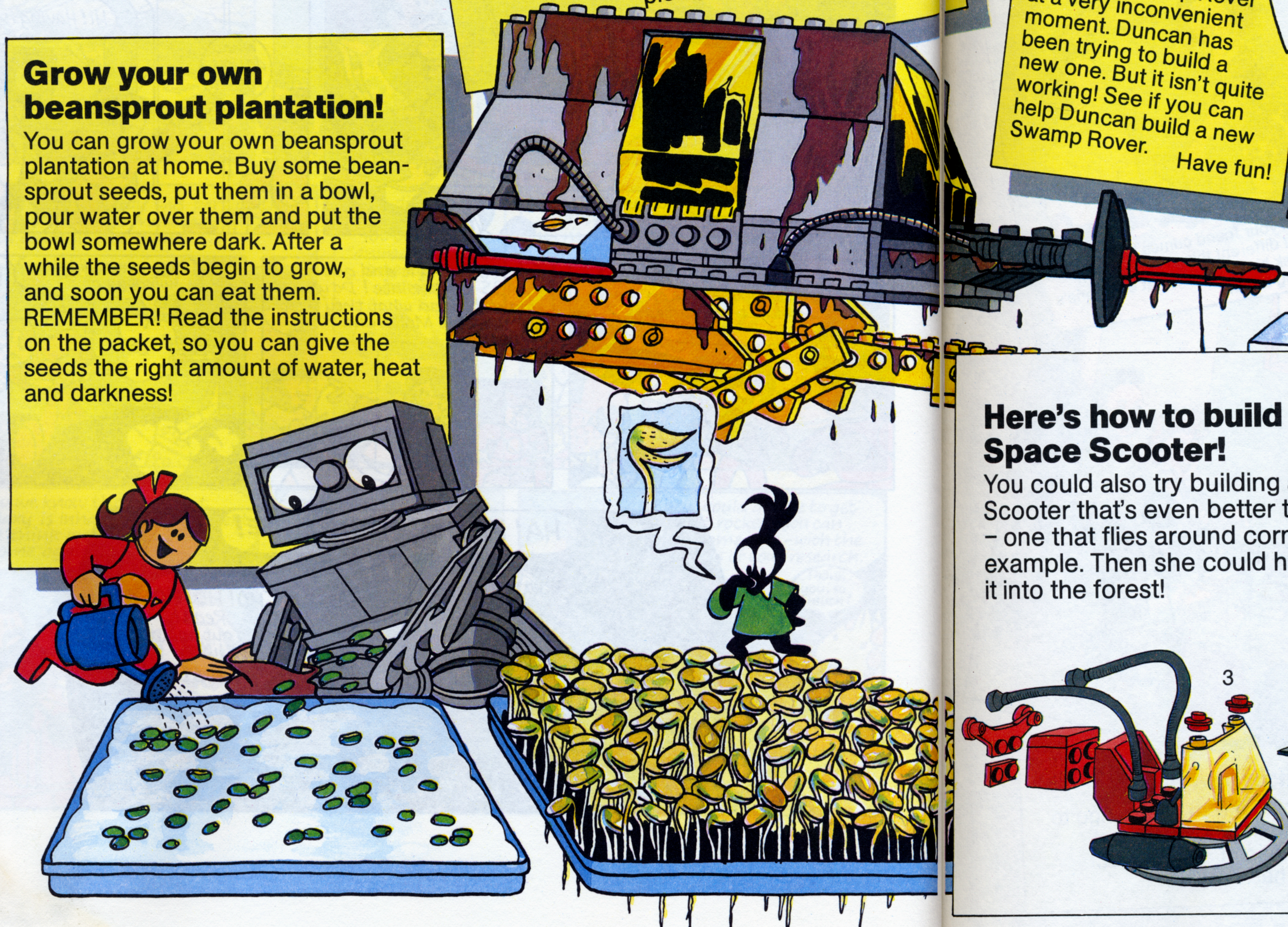

Not long afterwards...
There they go... What did you say, Mello?
When I began to suspect the Shadowmen, I chose to let them "kidnap" me on Golon to expose their dastardly plans...
When I went to their castle with them, I let them lock me up, so no one would think I was spying...
Interesting!
Very interesting!!
...it nearly ruined everything when Viva and the others came..!
Knock! Knock!
Hi! Having fun?
What do you want?
Well, you know that the professors kept a computer file on the animals they studied...
Yes...
We found it and got MAGS to translate! Do you want to read what they thought about Mello, Jim?
Hey, where did the windbag go?
BAH!
HA! HA! HA! HEE! HEE! HEE!
HO! HO! HO! Read it out again, Jim... HA! HA! HA!

JIM SPACEBORN'S

ACTIVITY PAGES

Hi Everybody!

Why not make up another story about Jim and Keko and the treacherous swamps? You could start by making some of the things you can see here. Or you could flip through the story again and see if there is anything else that would be fun to build and play with. Get out your bricks! There's plenty to do!



Grow your own beansprout plantation!

You can grow your own beansprout plantation at home. Buy some beansprout seeds, put them in a bowl, pour water over them and put the bowl somewhere dark. After a while the seeds begin to grow, and soon you can eat them. REMEMBER! Read the instructions on the packet, so you can give the seeds the right amount of water, heat and darkness!

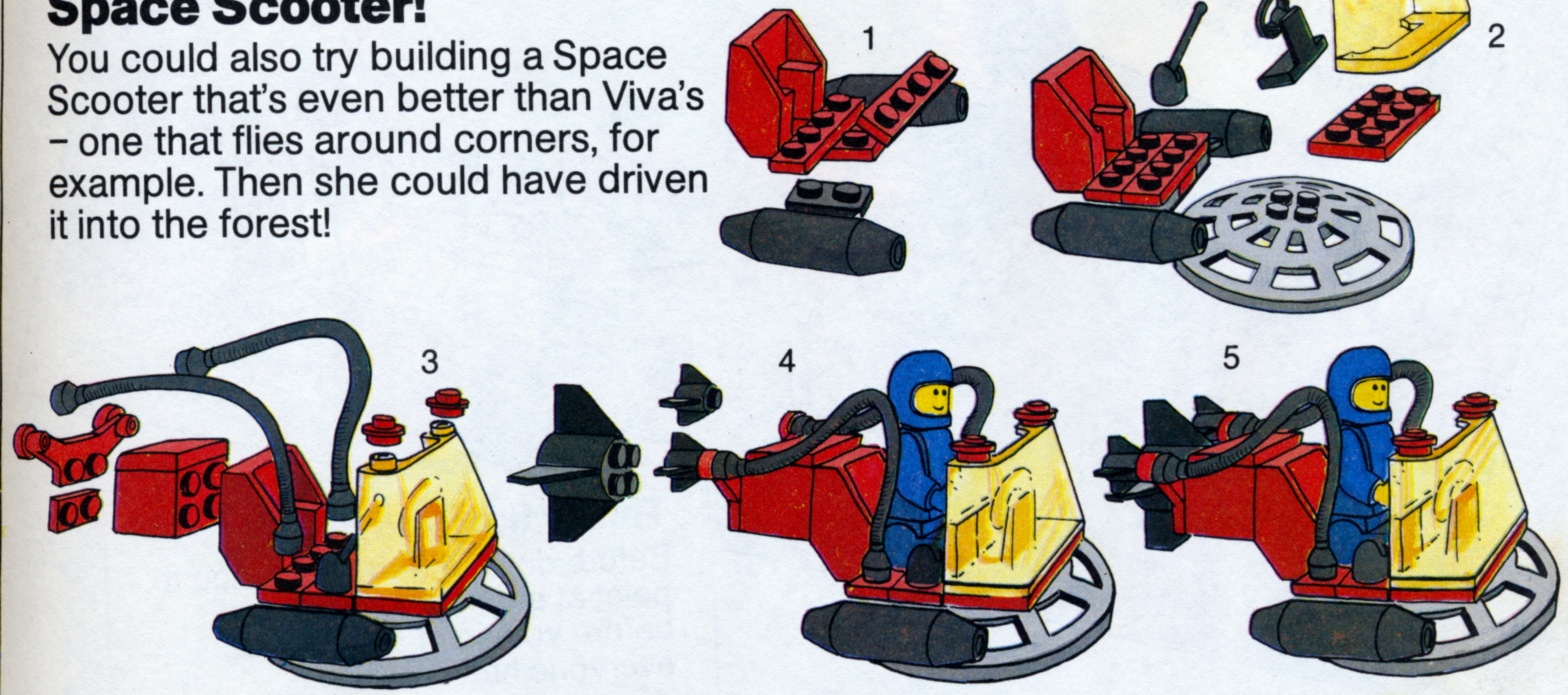
Duncan needs help!

You remember that our gallant expedition lost their Swamp Rover at a very inconvenient moment. Duncan has been trying to build a new one. But it isn't quite working! See if you can help Duncan build a new Swamp Rover.

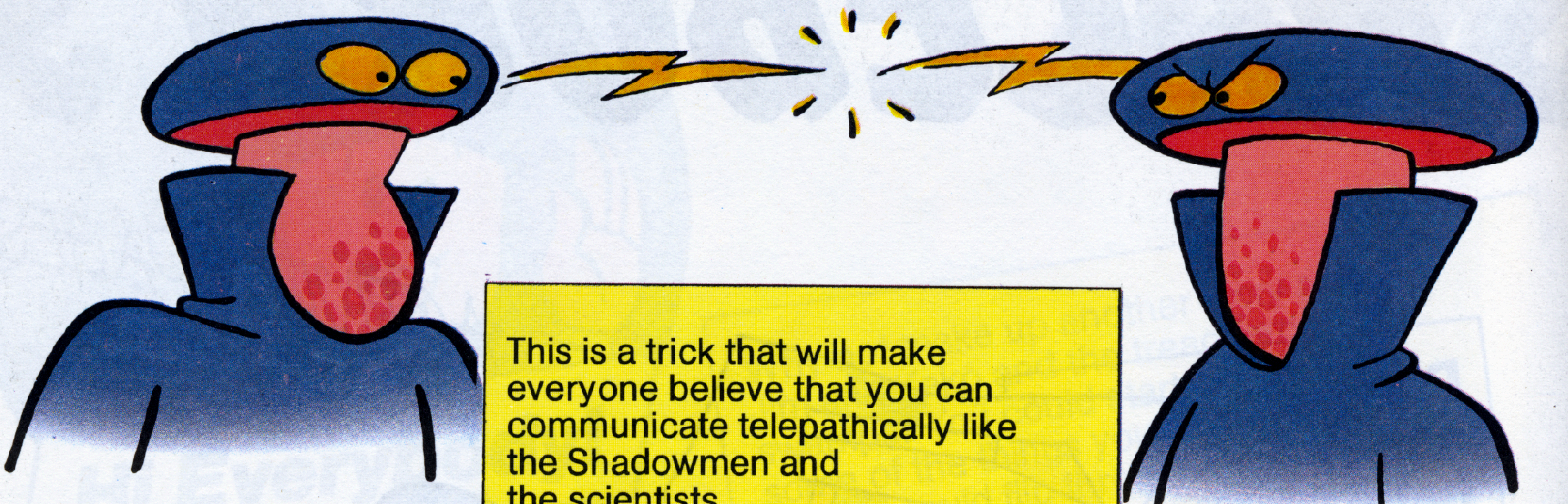
Have fun!

Here's how to build Viva's Space Scooter!

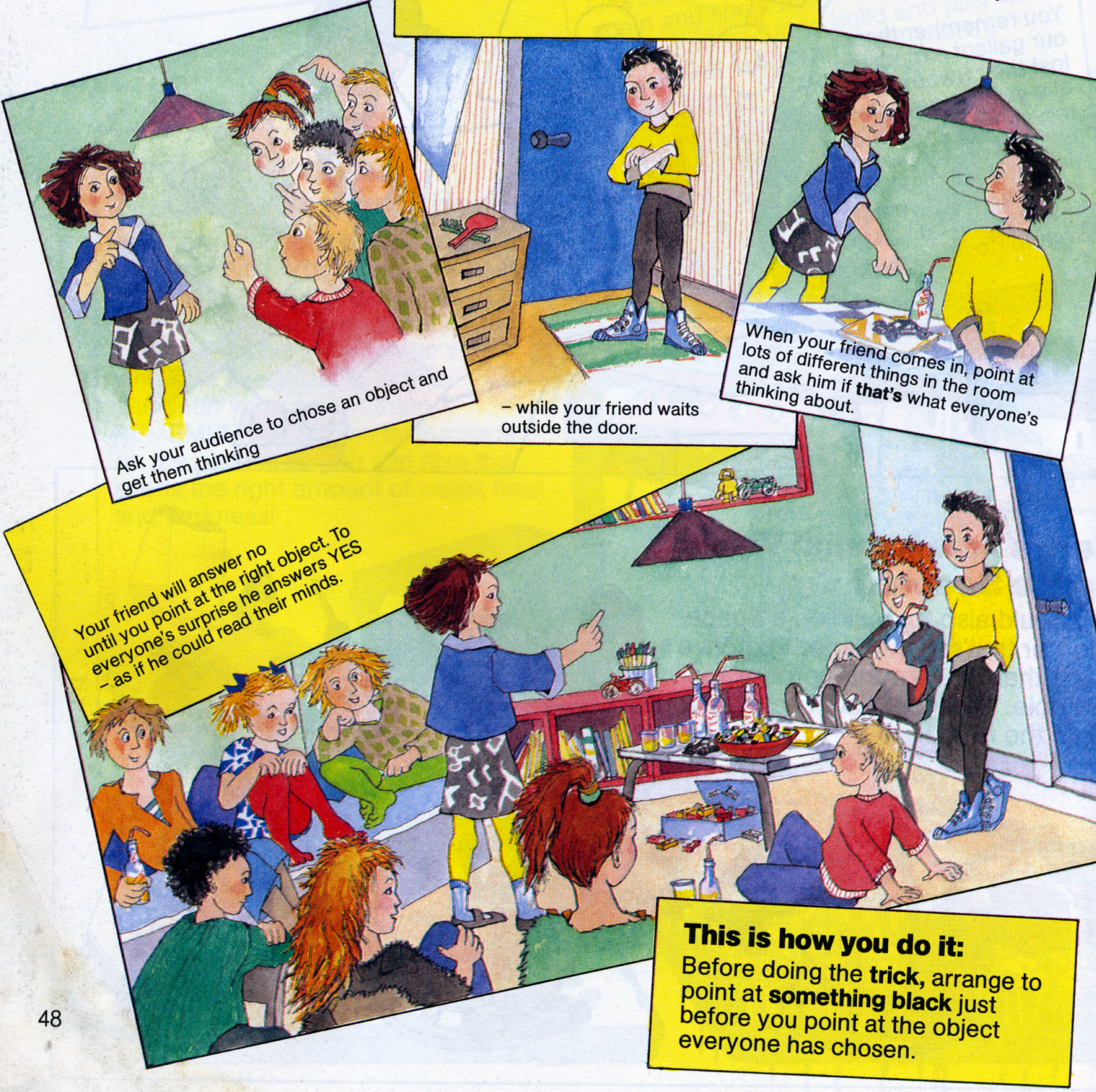
You could also try building a Space Scooter that's even better than Viva's – one that flies around corners, for example. Then she could have driven it into the forest!



Do you want to learn telepathy?



This is a trick that will make everyone believe that you can communicate telepathically like the Shadowmen and the scientists.



Ask your audience to chose an object and get them thinking

– while your friend waits outside the door.

When your friend comes in, point at lots of different things in the room and ask him if **that's** what everyone's thinking about.

Your friend will answer no until you point at the right object. To everyone's surprise he answers YES – as if he could read their minds.

This is how you do it:

Before doing the **trick,** arrange to point at **something black** just before you point at the object everyone has chosen.

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The Fantastic Adventures of Jim Spaceborn

Jim and his friends go on an expedition to fetch borundium to repair the spaceship Spearhead. One of them gets kidnapped. A **Begaboon** appears. We get to know about the Shadowmen. And the hunt is on!
Who are the Shadowmen?
Who gets kidnapped, and how does it all turn out in the end?
You'll find out in this issue of Jim Spaceborn's Fantastic Adventures

- a new kind of comic-book
- the game starts where the story ends!

Titles in this series:
The Unknown Galaxy
The Kidnappers from Swamp Planet

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